MORE GAMES! MORE PAGES! MORE TIPS! MORE CHALLENGES!

N64 MAGAZINE

The UK's best-selling independent Nintendo mag!

N64 MAGAZINE

POKÉMON! New monsters & latest pics inside!

ASK SHIGSY

Dolphin, Metroid, Mario 2 – your questions answered! p48

BANJO-TOOIE

First EVER screenshots plus info inside! p8

DONKEY KONG 64

More golden bananas in our top secret tips! p35

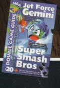
SOUTH PARK RALLY

Reviewed! Fantastic deathmatch karting! p54

ZELDA GAIDEN

Everything you need to know about this amazing sequel! p44

If your free Double Game Guide + is missing have a word with your newsagent!



PLUS! planet GAME BOY

The original and best Game Boy mag inside! p23

Future Publishing – Your Guarantee Of Value
FEBRUARY 2000 £2.95
ISSUE 38

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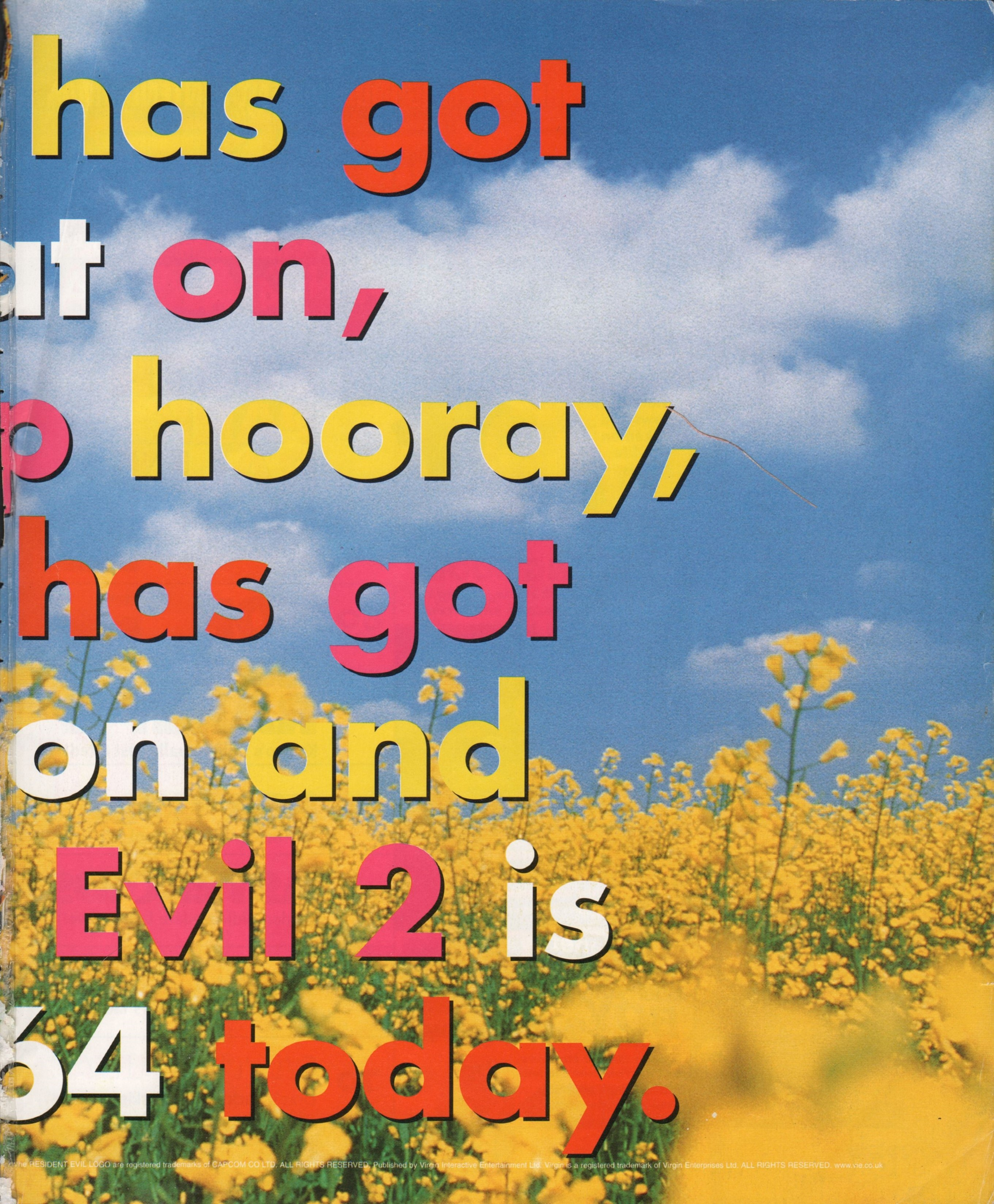
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N64 MAGAZINE

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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Issue 38, February 2000

Think Link...

Phew. Just as we were sending this game-packed February issue to the printers, Rare – out of the blue, mind – emailed us the first *ever* shots of *Banjo-Tooie*, their massively anticipated, but little seen, follow-up to the phenomenally good *Banjo-Kazooie*. And, jeesh, is it ever looking good. Just have a gander at page 8's Future Look to see why.

And that was merely the icing on a pretty tasty cake. Before those 'no comment' specialists up at Twycross had even *arrived* on the scene, we'd already pieced together the most comprehensive guide to *Zelda Gaiden* the world has ever seen, as well as a staggering *22 pages* of tips, including the second part of our stonkingly huge *DK64* banana guide.

Add to that hefty reviews of the fabulous *South Park Rally* and – most surprising of all – the tre-*flippin'*-mendous *Top Gear Rally 2* and you'd be well within your rights not to expect things to get any better.

But you'd be wrong. Almost too good to be true is our Shigsy Miyamoto interview on page 48, where Nintendo's master games genius *exclusively* answers *your* questions about Dolphin, *Metroid* and *Mario 2*. It simply doesn't *get* better...

Have a great month!

Tim Weaver
Editor

Next issue on sale Monday 21st February

To find out why it's going to be fantastic jump to p120

Look out for this little chap on N64's covers every month to know that you're buying the biggest and best Nintendo magazine there is.

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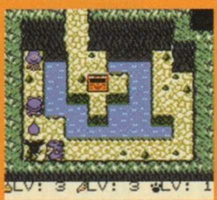

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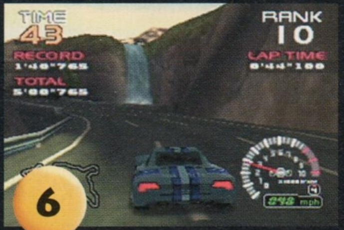

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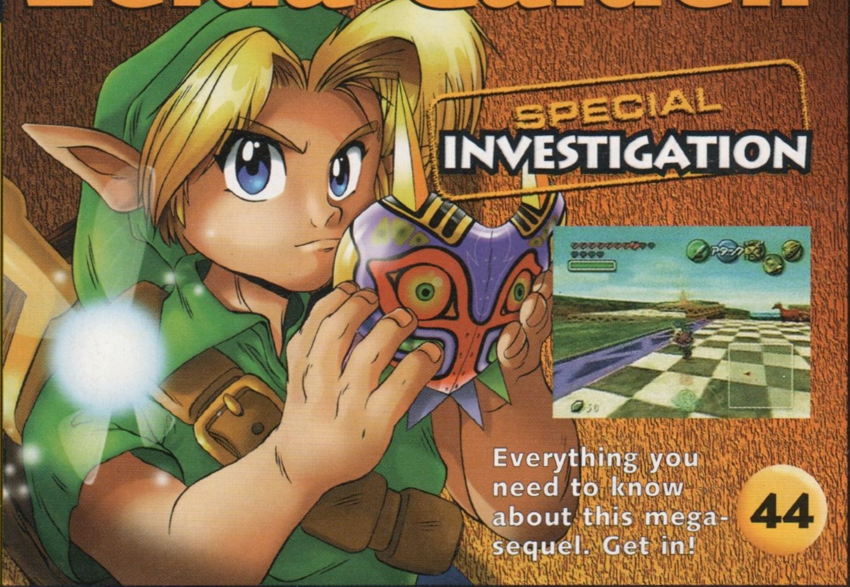

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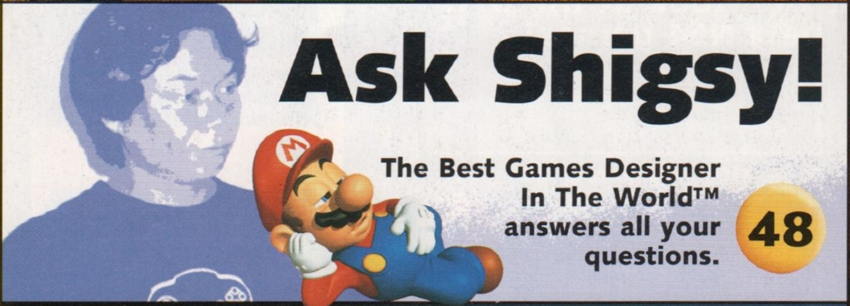

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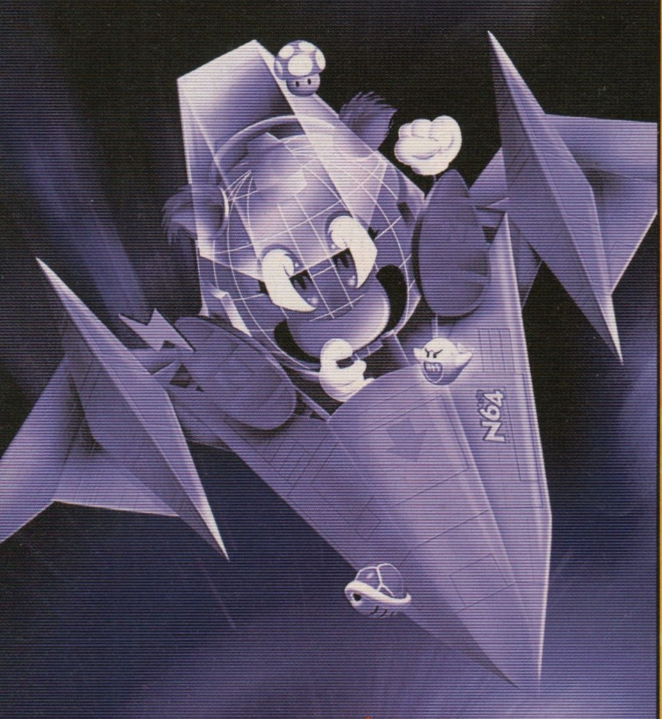


N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

RIDGE RACER 64 — 6
New shots and info!

POKÉMON STADIUM — 8
First play of English-language version!

WANT MORE NEW GAMES?
Check out the Coming Soon section of Planet 64 on page 14! GO! GO!

For this, their first N64 game, Nintendo of America's NST studios couldn't have chosen a bigger license to take on. With original *Ridge Racer* developers Namco passing up development duties (there's still a bit of an unresolved 'situation' between the *Tekken* developers and Nintendo), NST have been given the not inconsiderable task of recreating the stonking brilliance of all *four* PlayStation *Ridge Racer* games on the N64.

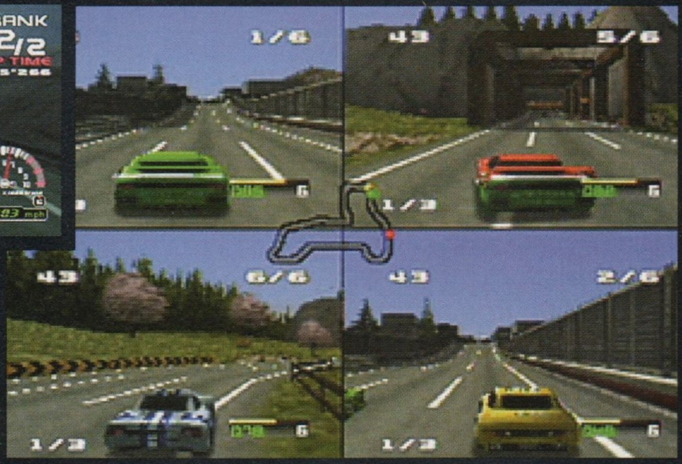
An impossible job, perhaps, but with *Ridge Racer 64*, NST are well on their way to concocting, if not the definitive game in the series, then certainly a slick slice of racing fun.

Combining the tracks from the original *Ridge* game and its sequel *Revolution*, *RR64* also adds three of its own courses, created by NST entirely from scratch. Sounds like plenty? Weeeeeell, sort of. The original game had just the one track with three 'variations' of path and *Revolution* was similarly structured. So, *technically*, *RR64* will only provide five proper courses. However, the three different routes on each course mean Nintendo will champion *RR64* as having 15 tracks – five courses with three different variations of route on each. Not quite as impressive as *World Driver*'s 30 or this month's *Top Gear Rally 2* and its *infinite* amount, but chuck in reverse tracks and a mirror mode and options start to mount up.

Looks nice, eh? Yoooou bet it does. NST have spent months perfecting the visual detail.

RIDGE

If we have one complaint, it would be that the cars look a little flat.



Complete parts of the one-player game and you can access cars in multiplayer.

INFO BURST

RIDGE RACER 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Feb	April	Now

ANTICIPATION RATING

Ridge Racer was the first game to include a rear-view mirror.

The two-player mode is a whole lot of fun.

One of the sections that wasn't accessible on the PlayStation. Gives you a warm feeling, eh?

Waterfalls. Nice touch, that. Plenty to see, here.

NST have also come up with an interesting additional feature. Areas that could be seen but weren't accessible in the first two PlayStation *Ridge* games, can now be entered with *RR64*. These will include farm tracks, mountain passes, narrow city streets and more.

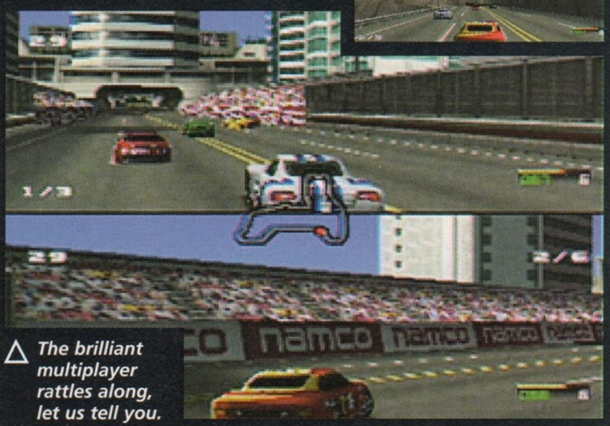
Vehicles-wise, *RR64* includes 20 'machines', though only four are available from the outset. Like *Multi-Racing Championship*, you can view your default cars, and potential buys, in a garage system, flipping between each vehicle as you fancy. Only after clocking up a handful of top three finishes can you start to shop around, though serious money only crops up with consistent podium places. However, the wait for better cars is definitely worth it.

LIFESPAN ***RR64 has an interesting feature where areas that weren't accessible in the first two PlayStation games can now be entered.***

With a top grade four-player mode and a super-smooth frame rate, the only downside for *RR64* could be its slightly suspect handling. Certainly, in early versions of the game, the way the car swang across the track at the merest hint of an analogue push was distinctly uninspiring – and the fact that you can't stray from the road (you're just shunted back onto the track), makes things even less realistic. That said, this is definitely the area NST are concentrating their efforts on in the last months of development.

So, come April, we could easily have *another* cracking N64 racer...

There are six other opponents to race against in RR64's two-player game.



The brilliant multiplayer rattles along, let us tell you.

RACER 64

wheels of fortune

There's a great feeling of speed, but can the handling do the business?

Can RR64's four-player compete with TGR 2 and Roadsters? Can it?

The best way to play Ridge Racer – first person. Fast and accurate.

This was a top track in the first Ridge Racer game. It's even better now.

There are 20 cars to choose from and you can view them all in the game's garage system.

There's plenty of opportunity to shunt your opponents. Mmm.

TO BE CONTINUED... We'll have a review of *Ridge Racer 64* in a couple of months time.

FIRST EVER SHOTS OF RARE'S SEQUEL TO BANJO-KAZOOIE!

New abilities include this wall-scaling sucker-walk.

It's good to see that Banjo can still fly with the help of Kazooie.

An underwater section, à la Donkey Kong 64. Very pretty indeed.

The scale of the new levels is vast. Just look at that!

Let's hope Kazooie didn't lay this egg. It's too painful to think about...

A superb-looking handcart race, against what appears to be a huge golden bird.

Just check out those colourful fairy lights – it all looks amazing.

BANJO-

bear essentials

INFO BURST	
BANJO-TOOIE	
FROM:	Rare
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No
WHEN'S IT OUT?	Mid 2000 everywhere
ANTICIPATION RATING	●●●●●

Just as we were finishing the magazine this month – approximately 24 hours before deadline, in fact – we were sent the very first, never-before-seen shots of *Banjo-Tooie*. Needless to say, we were all very excited indeed, and managed – just about! – to squeeze them into this issue. Because this, the sequel to 1998's storming *Banjo-Kazooie*, has long been talked about but *never* seen. Until now, that is.

Just from these few screenshots it's clear to see that *Banjo-Tooie* is a big advancement on its predecessor, which itself was a stunning slice of 3D adventuring. Most interestingly, Banjo and bird-pal Kazooie can now split up and act independently – you'll still need to use them both linked together to learn a whole host of new moves, but the two characters can separate and learn tonnes of extra abilities, opening up vast, previously inaccessible areas.

You'll be seeing eight, all-new, graphically stunning worlds, each loaded with superb lighting effects and textures – from these shots it looks as if they could even be a step up from *Donkey Kong 64*'s. There'll also be mini-games to play – according to Rare "at least one per world"; some all-new characters to interact with, along with all the old favourites; a clutch of truly massive boss characters (just check out that huge golden statue and the Pterodactyl!), and even the chance to play as Mumbo Jumbo, who now makes an appearance as a controllable character. Banjo will be able to transform into some never-before seen characters too. In these

VISUALS ***You'll be seeing eight, all-new, graphically stunning worlds, each loaded with superb lighting effects and textures.***

△ Looks like Banjo's been turned into a submarine, here. And look at the size of that octopus!

Yes, this time around you can even play as Mumbo Jumbo. Aces! ▽

△ Look! Here Banjo's been turned into a giant T-Rex! And it all looks very like Jurassic Park.

△ A huge lava-dwelling end-of-level boss. Looking 'armless' here – hah!

◁ Can this huge Pterodactyl be a boss? Let's hope not. It's blimmin' huge.

TOOIE

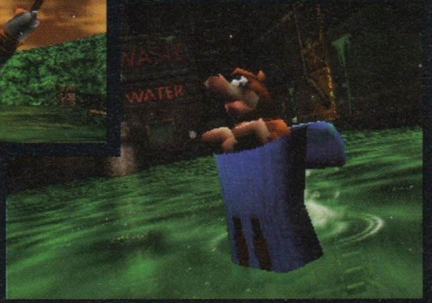
shots he appears as, bizarrely, a submarine, and could that be the T-Rex Mumbo talked about in *Banjo-Kazooie*?

Don't forget that you'll also be able to access the secret areas that cropped up in *Banjo-Kazooie*, such as the ice key room in Wozza's Cave – we imagine it'll work via some kind of top-secret password. There's also going to be several four-player multiplayer modes.

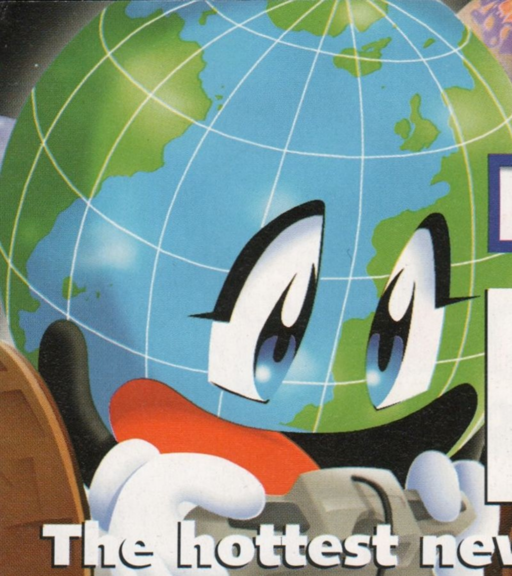
So, plenty to get excited about, then, and another brilliant game to add to this year's stunning roster of N64 titles. In fact, the only worry we've got is that we've been so spoilt by *Donkey Kong 64*; Rare are certainly going to have their work cut out making this game sufficiently different from their latest blockbusting platformer. But still – we just *know* this is going to be blinding and we can hardly wait for the typically vague 'mid-2000' release date. Stay tuned for more details. Booyakka!

◁ This massive golden giant guards the ziggurat in this level. Scary, isn't he?

▽ The green water doesn't look too inviting.



TO BE CONTINUED… We'll have more details on *Banjo-Tooie* in the next issue. Oh, yes we will.



PLANET 64 NEWSDESK

The hottest news and the best new game previews!

QUICK JUMP TO ▶ RETROWORLD p12 NEW GOODS p13 N64 QUIZ p12 PREVIEWS p14

Nintendo speak about Dolphin!

Development kits are already out there according to America...

△ *Nintendo's Japanese HQ in Kyoto. Yesterday.*

Whilst we've yet to see anything concrete of Dolphin – the earliest we can hope to see the games will be at August's Spaceworld, or maybe, fingers crossed, at May's E3 show – those in the know are waxing lyrical over its abilities.

And one of those people who *definitely* knows about Dolphin is Jim Merrick, Nintendo's Software Engineering Manager. Talking to **N64** Magazine's sister website, IGN64, Merrick spoke about Dolphin and the N64, and what the future holds for both of them.

'We have a number of developers – first, second and third-party – currently working on Dolphin,' explained Merrick, when asked whether developers had even received *specs* for Dolphin. 'They've received materials from us,' he confirmed, 'and one of the things that Nintendo is really focusing on is ease of development. We want the Dolphin system to be easy to write for.' This echoes perfectly Shigeru Miyamoto's own hopes for Dolphin (see page 48 for the full interview). 'You've seen announcements about the tools that we're using,' says Merrick. 'We're using some of the same stuff on N64 today. We're a lot more serious about supporting developers, getting the tools out there and keeping them at a reasonable cost.'

It seems that Dolphin software development is actually far more advanced than was previously thought, which can only be good news as far as last month's announcement from Hiroshi Yamauchi, Chairman of Nintendo, that Dolphin would make a Christmas 2000 release. 'Our official schedule – internally and externally – is holiday 2000,' commented Merrick. 'I don't really have any other date to work from.'

Merrick also had some interesting thoughts as to how Dolphin would compare to PlayStation 2. 'I expect Dolphin to exceed PS2's performance in every measure,' he trumpeted confidently. 'We can argue polygons and textures and all that sort of stuff, (but) it doesn't really matter. PS2 is a very powerful system and I am sure, as I know a lot of developers that are working on it, that there are going to be some great games for it. (But) I think that the Dolphin system will have areas that are noticeably stronger and there are going to be areas where the two systems are virtually interchangeable. It comes down to the games.'

As for the immediate future, Merrick hinted at several, as-yet-undisclosed N64 games scheduled for release in 2000: 'There are some big titles for 2000 that you're aware of, and there are some other things in the hopper as well.' We'd bet on a secret Rare game (those rumours keep persisting about *Killer Instinct 3*, remember) and maybe – just maybe – that *Metroid* update. 'The N64 is a very elegant design,' says Merrick. 'It allows for so much flexibility, and we haven't reached the maximum potential of the machine yet.'

POKÉSEARCH

Pokémon... is the number one 'word' on Internet search engines.

More people tap in 'Pokémon' as their search word now than previous favourites 'Britney Spears naked', 'Pamela Anderson naked', 'Gillian Anderson naked', 'Spice Girls naked', 'MP3', and 'Jennifer Lopez naked'.

NAZIMON

Pokémon... are nazis!

After buying a $6 Japan-only special edition trading card set, an eleven-year-old in America was horrified to find that *Red* and *Blue* characters Golbat and Ditto were brandishing swastikas. In fact, they were displaying the Japanese 'manji' sign, identical to the Nazi emblem, and a symbol of good fortune in the Far East for centuries. Nintendo of America decided to pull the cards from the shelves, anyway.

RICHACHU!

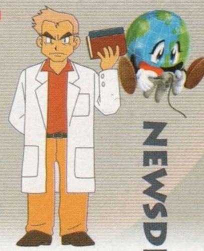
Pokémon... have helped hordes of American Burger King regulars to make thousands of unexpected dollars.

Cunning Yanks have snapped up the free Pokémon toy and trading card that comes with a Kid's Meal, or paid $1.99 for a '23-carat' gold-plated limited edition trading card, *then* sold all 57 Pokémon toys to trading website eBay for as much as $1700! Sooooo, that's $1700 – 57 Kid's Meals = $1586.57 profit!

UNDER THE COUNTER

Pokémon... meant the 'Feds' had to stay behind after school this month, as an illegal counterfeit ring was exposed in New Jersey.

The FBI raided three warehouses where $500,000 worth of fake Pokémon cards were being manufactured. They arrested 13 people in the process.



Dolphin home cinema?

Will Dolphin also be able to play DVD movies?

With PlayStation 2 definitely coming as a DVD player/console combo, some hefty pressure seems to be mounting on Nintendo to do likewise with Dolphin. But, Ninty are standing their ground, stating that they want to see whether people really fancy the idea of a higher-priced piece of all-in-one home entertainment over a cheaper standalone console.

Nintendo confirmed that they, and development partner Matsushita, would still launch a movie-playing version of Dolphin in Japan, but they'd also launch a games-only version alongside it – and it'll be this version of Dolphin that America, Britain and the rest of the world also gets.

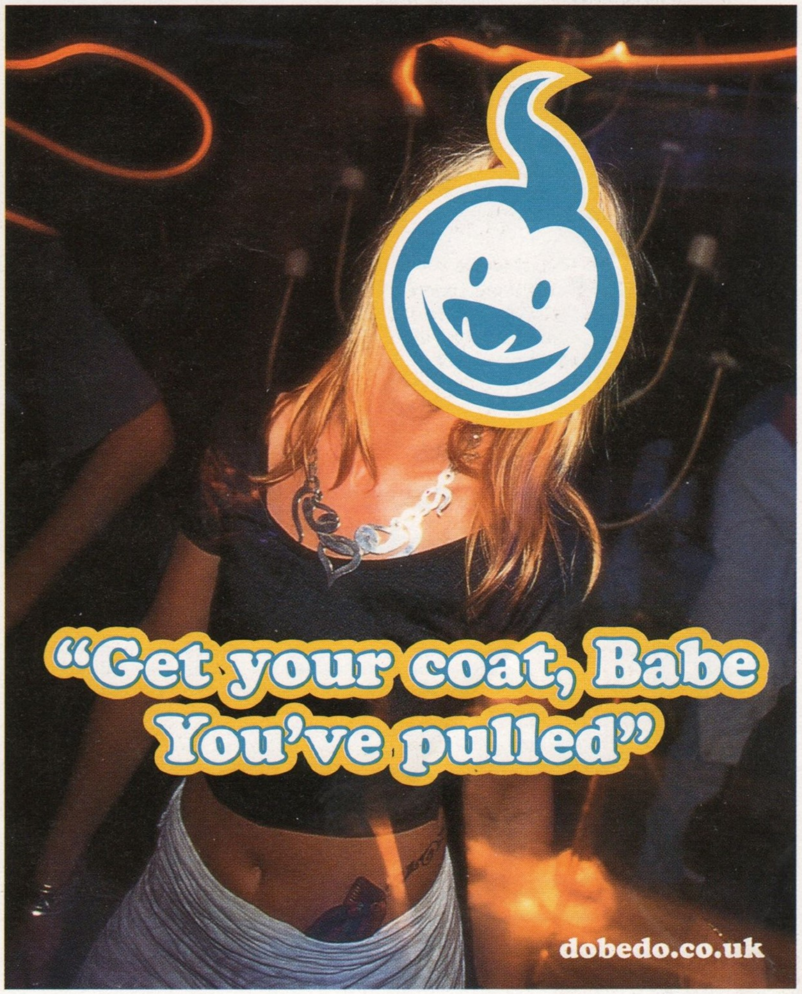
'(We're) going to do it in Japan first and see what happens,' confirmed Jim Merrick, Nintendo's Software Engineering Manager, when asked whether the rest of the world would get the movie-playing Dolphin. 'We don't know what the market is for that type of hybrid device, so we'll wait and see. We're going to get the system out there, we're going to get a big market share as a videogame console and, you know, if we can do something after that, great.'

DOLPHIN SPEAK!

The second in our monthly guide to overly complicated Dolphin jargon...

No.2: DVD

With around seven times the amount of storage space as a normal CD, Digital Versatile Discs, or DVDs, are the format Nintendo have opted for with Dolphin, instead of their long-favoured cartridge system. Understandable, perhaps, when you consider that DVD offers 25 times as much space as a cart, *and* costs about a tenth of the price to manufacture. The decision to go with DVD, then, will appeal much more to third-party developers who saw cartridge as high-risk, and it will also give the likes of Nintendo and Rare *stacks* of extra space to dabble with. There *will* be slight load times, but the possibilities on DVD are endless, especially as a special edition Dolphin will allow players to watch DVD movies on the machine as well.



GRAND THEFT MON-O

Pokémon... are responsible for the theft of about $200 worth of trading cards from a Mobil petrol station in the fantastically-named Seminole County, Florida. A couple walked into the station after parking their car, and while the crafty woman kept the clerk talking, her bloke shovelled two hundred dollars worth (that's about £300) of Pokémon trading cards into his coat. The perfect crime? Unfortunately, no. It was all caught on the station's CCTV cameras.

RETROWORLD

Mark Green glances back at another game from days gone by...

GAUNTLET

Arcade • 1985

"Welcome!" boomed a bass-heavy voice from the arcade cabinet's primitive speaker, and a legend was born. *Gauntlet* transformed the

geeky pursuit of Dungeons & Dragons into an action-packed, four-player maze game, and proved one of the biggest coin-gobblers since *Pac-Man*.

After giving up your 10p, your stereotypical role-playing character (Warrior, Wizard, Elf or female Valkyrie) was dumped into a maze stuffed with ghosts, goblins, fireball-spitting demons and worryingly small elves. It was easy to become swamped – opening a door would usually unleash a tidal wave of spooks – but Mr Bass was always on hand to warn you of your depleting health. "Wizard is about to die," he'd offer, forlornly.

The main reason for the bulging coin-slot of the *Gauntlet* machine, though, was its multiplayer feature. The 'deluxe' cabinet came with *four* sets of joysticks and fire buttons, giving a quartet of friends the chance to tread the murky dungeons together. It led to some beautiful co-operative moments, with Warriors protecting weak Wizards, Elves using their speed to nip in and grab keys while the others held ogres at bay, and multiple players joining forces to destroy monster-hatching generators. Touching.

Naturally, there were arguments, too. With each player's health slowly ticking away, stumbling upon plates of meat or flagons of ale led to a greedy race for the goods – making it all the more satisfying when a selfish player unwittingly quaffed a poisoned drink. Similarly, the appearance of Death – who'd sprint towards players pointing his evil health-sucking finger – created plenty of "No, you first, I *insist*," moments.

Midway's recent N64 update of the game, *Gauntlet Legends*, re-created the frantic co-operative battles of Atari's original surprisingly well, and it marked a triumphant return for 'the voice'. Room-shudderingly good fun.

Top 5 Retro Updates

The N64 versions of classic games that we're most looking forward to...

1	NAMCO MUSEUM Namco • Spring	*Five classic arcade games – including Pac Man and Galaga – wrapped up in one cart.*
2	BATTLEZONE Activision • Spring	*Successful PC interpretation of the old-skool wireframe tank battler, brought to the N64.*
3	EXCITEBIKE 64 Nintendo • Spring	*Leftfield-developed dirt track racer, as seen on the NES all those years ago.*
4	ASTEROIDS Activision • Spring	*Atari's seminal rock-blaster dragged into 3D, courtesy of Robotron 64 developers, Crave.*
5	MS PAC-MAN Maze Madness Namco • Autumn	*A brand new 3D game to tie in with the original Pac Man's 20th*

The N64 Magazine Quiz

WIN!! £50!!

Roll on up for fifty quid's worth of questions...

With a few fumbled sums this month, we found out what £50 could buy: a Shania Twain CD and poster set for £15, a copy of The Matrix for £10, a guinea pig from the pet shop for £13, and a set of Pokémon figures. *That's* spending.

And, wouldn't you know it, you can do exactly the same as **N64**'s bumper quiz rolls into town again, with 50 smackers waiting to be won.

1	*Which game, this month, is being developed by NST?*
2	*What does the Emaciator do to you in Turok: Rage Wars?*
3	*What won't Mario be doing when he arrives on Dolphin?*
4	*Name three of the masks in Zelda Gaiden.*
5	*How many characters are there in South Park Rally?*
6	*'Wonderful farming RPG.' Which game would that be, then?*
7	*How many bananas does our DK64 guide show you how to get this month?*
8	*A Lotta Bottle. Where?*
9	*What console was Hotel Mario on?*
10	*Psygnosis. Name their only N64 game.*

HOW TO ENTER

It's simpler than Kittsy as he shambles into the office in the morning. Send the form to:

Good Golly Quiz Folly: Feb of Intrigue, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

Rules
1. The closing date for entries is 21st February.
2. Employees of Futty Publications can't enter.
3. The winning entry will be the first plucked from Mark's sniffly nose.
4. The Editor's decision will be final, and also accompanied by an 'amusing' quip.
5. 'Jack, you're my number one guy. And I...'

Last month's winner was:

Troy Taggart, Gloucester

The N64 Quiz *My answers are as follows:*

1. ____________ 6. ____________
2. ____________ 7. ____________
3. ____________ 8. ____________
4. ____________ 9. ____________
5. ____________ 10. ____________

Good, no? Oh, and you'll probably be wanting this too...

Name ____________ *Address* ____________

____________ *Postcode* ____________ N64/38

NEW GOODS

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SUPER MARIO KART KEYCHAIN

Wicked Ware • £3.99 • 01993 844885

Following on from the nostalgia-inducing watches in **N64**/36, which were tied in to the original SNES *Mario Kart*, here are the associated keyrings. They're splendidly made – even the little notches on Mario and Luigi's gloves have been painstakingly daubed on – and proved strong enough to hold even Tim's special set of 'Editor Keys'. Additionally, the picture on the box is a handy reminder of what DK used to look like before Rare got their hands on him, i.e. better.

80%

POKÉMON STRESS TOY

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Squeeze him, punch him, jump up and down on his big doe eyes; this Jigglypuff always returns to his original shape. In fact, that's not *quite* true, as our stress toy is already coming apart at the seams, threatening to spill its squeezable intestines all over the desk. Still, it's a genuine stress reliever while it lasts – unless you happen to knock a cabinet full of CDs flying while you're chucking it around the office. Like we did.

84%

POKÉMON T-SHIRTS

Wicked Ware • £9.99 • 01993 844885

A teensy tiny pair of T-shirts for the younger Pokémon fans in your family, and they're not bad at all. Neatly coming in both Red and Blue versions, the Red shirt features the usual cartoony-style shot of Ash and friends scampering about, while the Blue is a nicely-shaded collection of Pocket Monsters. Sadly, the orientation of Pikachu makes his slightly worried expression look like a reaction to the smell emanating from your armpit.

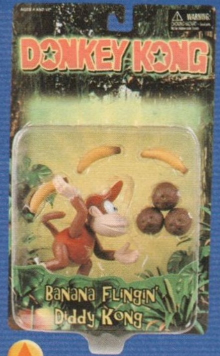
75%

POKÉMON POKÉDEX

Tiger Electronics • £21.99 • 01423 501151

"An invaluable tool for the serious Pokémon trainer," claims the back of the box. Well, no. When you consider that all the information in this primitive electronic toy is already contained in the Game Boy game itself, it's actually "a worthless piece of tat for people with more money than sense". The Game & Watch-style display – capable of fitting up to *five* letters across the screen – is laughable, and the Pokémon 'animations' are inept.

55%



DONKEY KONG FIGURES

Wicked Ware • £9.99-£11.99 • 01993 844885

Just in time for *Donkey Kong 64*'s release come these nifty, fully twistable figurines. Funky Kong's ability to stand on a plastic skateboard is fairly underwhelming, but Donkey's desk-swinging manoeuvres and Diddy's spring-powered banana-chucking antics are top notch. The faces aren't *quite* right – Donkey Kong has eyes that bore into our very soul – but, otherwise, they're a slice of monkey magic and no mistake.

90%

DONKEY KONG FAMILY BEANIES

Wicked Ware • £8.99 • 01993 844885

The rock-hard plastic faces don't make these apes particularly comfortable bedfellows, but, as cute-looking versions of *DK64*'s simian stars, they're practically flawless. We're particularly fond of Cranky's wisps of chin hair, which we've found ourselves absent-mindedly stroking at all hours of the day. Having said that, Funky's horse-like set of teeth and questionable chest area are the stuff of nightmares.

88%

WIN!

DONKEY KONG FIGURES

Much as we love monkeys, we really don't want hordes of them cluttering up our office, swinging from the ceiling fans and drinking all the PG Tips. So, by answering one oh-so-simple question, you could own one of these splendid *DK64* action figures. And here's the question in question:

Who starred in the classic monkey-based movie, Planet of the Apes?

Answers on the back of a postcard to:
Couldn't Give A Monkey's Competition
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
To reach us no later than 25th February. Yay!

GO! GO!

PLANET 64 COMING SOON

Updating you on the N64 games of the future

QUICK JUMPTO ▶ RENEGADE RACERS p16 TAZ EXPRESS p18 EAR TO THE GROUND p20

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Kirby's Dreamland 64

A happy, puffed-up pink to the past!

Ah, Kirby. It's good to have him back, even if he is – apparently – only eight inches tall. Since the non-appearance of the ill-fated *Kirby's Air Ride*, we've only seen the pink ball of puffiness – N64-wise – in *Smash Bros* (where he's distinguished himself as the expert's choice of character).

But he's bounced back in a big way, as shown by the upcoming *Kirby's Dreamland 64*. Primarily a 2D platformer in the style of *Yoshi's Story*, *KD64*, strangely, also has beautiful 3D backgrounds that spread *waaaaaay* into the background, but the main thrust of the game remains essentially the same as its SNES predecessors.

With Kirby's ability to suck in enemies and absorb their powers, the possibilities are staggering: you can mix n' match stolen abilities to your heart's content – and certain combinations of abilities will help you make it through the game. You can also use opponents' weapons, of which there are over 20!

Plenty to do, then. And we'll be seeing it all in the summer, when the game's released in Japan.

Q & A

So Kirby can 'absorb' abilities, can he?
Yep. All the enemies in the game have their own particular skill – Kirby can 'steal' them all, and you can then create 'combos' of abilities, a bit like the 5-gun weapon selection system in Turok: Rage Wars.

And what use does this have?
Well, certain mixes of abilities will allow you to access new levels, so there's a vast tactical element to Kirby's Dreamland 64. *You'll need to think a lot about which abilities you equip yourself with.*

Gosh. Anything else?
Well, there's no news as yet of any multiplayer modes, but the game will support the expansion pak, and is currently running in a silky smooth hi-res mode.

INFO BURST

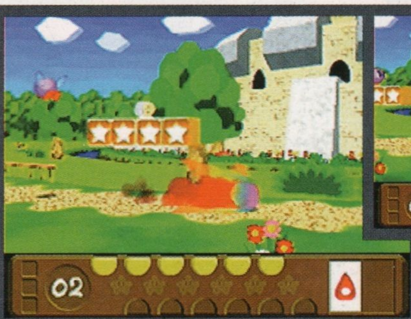
KIRBY'S DREAMLAND 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
	Summer	Spring

ANTICIPATION RATING: 4/5

△ Remember, the great bit about Kirby is that you can absorb other abilities.

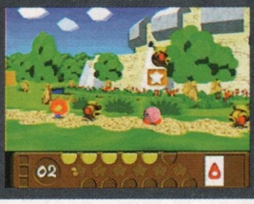


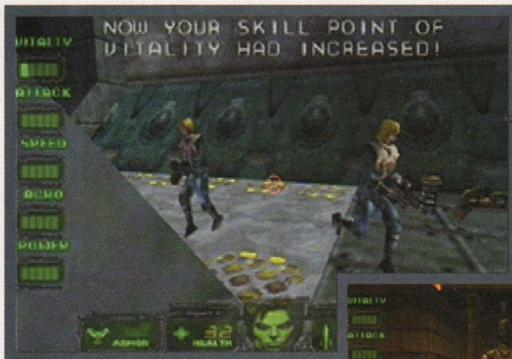
◁ Notice the head-bashing boxes? Look familiar? Kirby plays a bit like old Mazza.

▽ Definitely could have done without the hefty health bar at the bottom.

▽ The odd 2D-in-3D levels make for interesting viewing.

△ It doesn't look amazing for a lot of the time – then it does this. Mmm.





△ Other members of your party will be around to help you out.

△ Look – no fogging. A lesson to all Turok games, there.

△ The only downside could be its lack of a multiplayer.

There's not stacks of blood, but there are certainly stacks of guns and enemies. Bee-yow! ▷

◁ The weapons include this strange-looking grenade launcher. Yum.

Daikatana

New shots of Kemco's Quake-*beater!*

The PC version of *Daikatana* has been in development for several years now, and should – finally – be in the shops by the time you read this. Having been developed by John Romero – one of the brains behind *Doom* and *Quake* – it's looking pretty darn sweet. And the good news is that the N64 version isn't far behind – and is looking very promising indeed.

Essentially a first-person shooter in the mould of *Turok*, *Daikatana* looks set to offer a whole lot more than simple switch-pulling and gunplay. There's echoes of an RPG in here – certain attributes can be built up – and there are three different characters to choose from (one of whom – Hiro Miyamoto – is named after everyone's favourite game design genius).

The plot of the game is fairly unique too, seeing you travel through four different time zones, via the titular Daikatana (an ancient sword with mysterious powers), in order to track down a renegade scientist. Each time zone has weaponry specific to that era, and there's also an astonishing 80 – yes, *80* – types of enemy to slaughter.

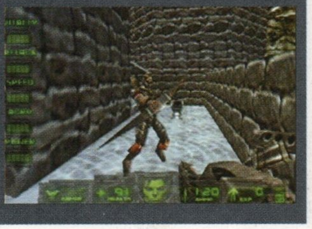
Daikatana is currently on course for an Easter release, so expect a review in the next couple of months.

△ Aaaaaaah! Jason and the Argonauts-style skeletons rise from the ground.

With over 80 types of baddie, there are certainly going to be plenty of people to fill full of lead. And magic. ▷

The RPG elements don't overcrowd the killing bit, but the extra emphasis on skills and parties makes it unusual. ▽

The expansion pak sharpens things up just nicely. Look at the detail. ▽



Q & A

Tell me more about the RPG elements.
Well, each character can build their strength, speed, agility and so on by killing enemies and acquiring items and weapons. You can choose to spend experience points on whichever abilities you like, thus making yourself more powerful in the areas you fancy being stronger in.

Nice. And what about the weapons?
Well, there are over 25 all told, including the various time zone-specific weapons (such as ancient greek swords and more mystical technology).

How many time zones are there?
Four: 25th Century Japan, Ancient Greece, Viking Norway and 21st Century San Francisco. You'll also find different climates and weather conditions, which change as you play, from snow and rain to full-on thunderstorms.

Anything else?
Well, there's no news as yet of any multiplayer modes, but the game will support the expansion pak, and is currently running in a sweet hi-res mode. Lovely.

INFO BURST

DAIKATANA	
FROM:	Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
April		TBA

ANTICIPATION RATING: 4/5

GO! GO!

Q & A

It looks a bit, well, PlayStation-ey?
Yep. You can put that down to the fact that it's in the middle of being converted from the slightly more advanced PlayStation version, so those trademark N64 textures haven't yet been applied. Rest assured though, the final version should look about a hundred times better.

A hundred, eh?
Well, ten.

So, what are the tracks like?
Not massively inventive visually – icy, jungle, town, that sort of thing – but the ability to take to a variety of surfaces means there's the opportunity for track branching and multiple routes. It also means weapons adapt to whichever surface you're racing on.

Neat. What are the characters like?
Um, you know, okay. There are 12 in all and they hark from different parts of the world. There's an American, a Brit, a Russian, a Jamaican and a Transylvanian (reckon he could be a vampire?). They're all human, but they're stylised and cartoony.

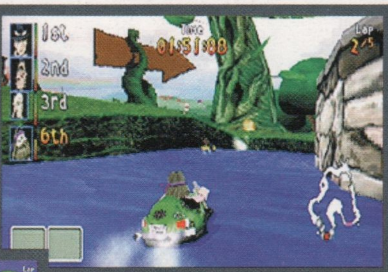
INFO BURST

RENEGADE RACERS	
FROM:	Interplay
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?
US: Spring · UK: (no date given) · Japan: TBA

ANTICIPATION RATING: 4 out of 5

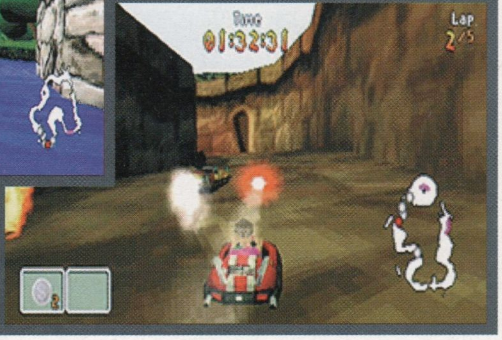
Explosions! The action in Renegade Racers comes thick and fast. Smashing.



Bright, cartoony worlds – should be sweet as a nut.

Reminds us a little of Snowboard Kids, this.

PlayStation-ey muck on the floor, there, but the textures haven't been smoothed out properly, yet. Phew.



Renegade Racers

See how the vehicles adapt to the various surfaces. Minty.

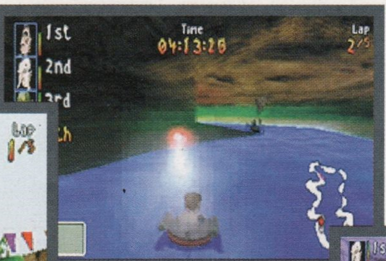
Slack DKR take-off or rip-roaring Rare-smasher? Find out here first...

Out of the blue this month comes this quirky *DKR*-style racer from catchily-named developer Promethean Design (previously responsible for, er... oh, nothing). A cross between *Mazza Kart*'s cleverly structured power-up racing and Rare's multi-animaled adventure thing, *Renegade Racers* is scheduled for a Springtime release – and it's looking pretty sweet.

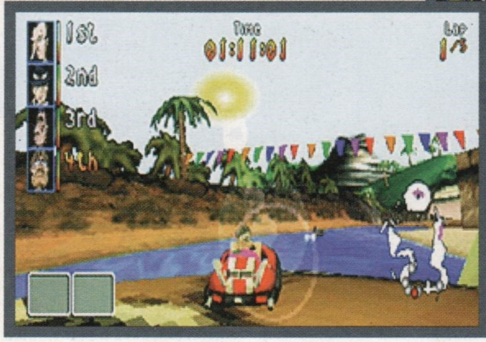
After some instantly forgettable hogwash about racers from around the world travelling to compete against billionaire, erm, Buck Billionaire because 'they're renegades in their chosen professions' (whatever the hell that means), *Renegade Racers* is basically a solid rip-off of Nintendo and Rare's efforts. Most probably it won't come within a hundred miles of either but, as an alternative, the game offers some surprisingly fine entertainment, with smooth handling, good-looking courses, funky character design and some inventive weaponry.

Like *DKR*, *Renegade Racers* doesn't just restrict you to concrete, with your multi-faceted vehicles capable of crossing a variety of terrains including water and angled slopes (in this way it's slightly similar to the otherwise duff *Penny Racers*). This makes for an interesting multiplayer option, as does the eight-player round robin tournament specifically created for the game, where, with a switch of joypads, you can hammer up to seven friends.

It's still a little way from completion, but *Renegade Racers* is already looking like fun. Could this be the *Snowboard Kids*-like surprise of 2000? We'll have a full review very soon...



The weapons in RR still need some work visually.



Looks scabby? That'll soon change, mark our words.

There are six tracks with multiple routes.

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Taz Express

A crispy-edged devil of a game...

After witnessing a decidedly dodgy early version at London's ECTS games show in September, *Taz Express* seems to be finally showing some promise. You could argue that it probably should after a hefty *19 months* in development, but *Wetrix* developer Zed Two believe their 3D Looney Tunes adventure offers a little more than your average *Mario* clone.

Viewed from an unusual top down perspective, *Taz Express* sees the ker-razy devil from Down Under taking up a job as a courier boy, with the task of safely delivering a series of ACME packages across the game's 30-odd levels. Sounds fairly standard, admittedly, but Zed Two's intriguing 'Dynamic Landscape' engine means *Taz Express* is slightly different from your run-of-the-mill platformer. In fact, in a welcome breath of fresh air, the engine actually allows you to pick up, carry, move or climb absolutely *anything* you want in the game, opening up the way for a flexible, clever and downright massive playing environment.

We'll have a review in the next couple of months...

INFO BURST

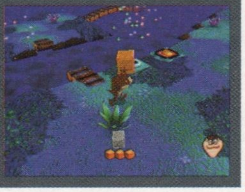
TAZ EXPRESS	
FROM:	Infogrames
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
	March 31	No

ANTICIPATION RATING: 3 of 5

Developers Zed Two have really prided themselves on the graphics.



The level select. From here, you can get to every single level.

Q & A

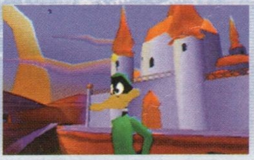
'Dynamic landscape', eh?
Yep. In theory it sounds fantastic, and it certainly seems to work well enough in the latest version. But, slightly worryingly, Zed Two summed up their own game by saying, 'the gameplay is novel, if not quite unique'. So maybe it's not as revolutionary as we'd like.

Are there other Looney Tunes characters?
A whole bunch. During a brief spell, we saw Wile E. Coyote, Yosemite Sam and Marvin the Martian, plus She-Devil, who forces Taz into becoming a delivery boy in the first place.

How many levels are there?
A staggering 42, spread across seven distinct worlds.

Jeepers.
Yep. And the character traits things means there'll be a new set of problems each time you play.

Sounds pretty clever.
Certainly does. We're not sure that, in practice, it makes Duck Dodgers any different from your normal 3D adventure, but we'll hold judgement until the final version arrives.



Duck Dodgers

Dodging martians in the 24th century...

Next from Paradigm – the people behind the absolutely brilliant *Pilotwings*, *F1 WGP* and *Beetle Adventure Racing* – is this, the second of Infogrames' Looney Tunes licences.

In the same vein as *Taz Express*, *Duck Dodgers* is a fairly standard 3D adventure with one standout feature: while *Taz* has its 'Dynamic Landscape' engine, *Duck Dodgers* has 'specific character traits'. This gameplay addition means Duck will react differently depending on what situation he's in. As a player, you won't ever be able to predict what might happen next which results in an ambitious, unpredictable, colossal space-set adventure.

Question is, can it play anything other than second string to the likes of *Donkey Kong*, *Banjo* and *Mario*? Probably not, but it should be entertaining and technically sweet, anyway.

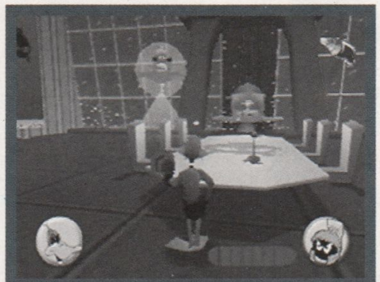
INFO BURST

DUCK DODGERS	
FROM:	Infogrames
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

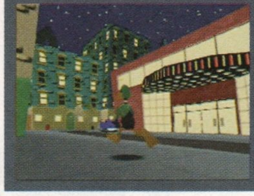
US	UK	Japan
	Summer	No

ANTICIPATION RATING: 3 of 5



Duck – Daffy's alter-ego – explores Marvin the Martian's space pad.

Paradigm have made it look top, anyway.



There'll be around half an hour's worth of cut scenes.

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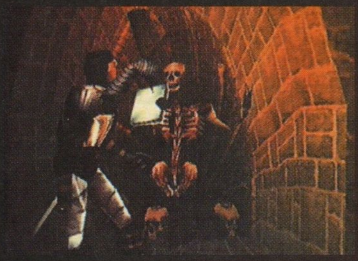
AN EAR TO THE GROUND

Well, it's official. Almost. Capcom producer Kouji Oda is currently working on a 'secret project' for the N64, described as "a sequel to a very popular Capcom franchise on the N64". Although the words '*Resident Evil Zero*' haven't been mentioned, we'd bet our bottom dollar that the rumoured prequel to the series is exactly what's coming to the N64. Unless, of course, Mr Oda is talking abut *Street Fighter* – we won't be losing out either way.

More details on the blockbuster-in-the-making that is *Shadowman 2*: apparently, the sequel will have a more 'biblical' emphasis this time around, which is intriguing. And Mike LeRoi is undergoing an image change – he'll be a bit better built, and heavier set, whereas Shadowman himself is going to be a thinner, spookier, more emaciated and generally more terrifying anti-hero. Sounds good...

Remember that Titus had nabbed themselves the Robocop licence? Well, they're currently working on a Robocop game for Dolphin. It's reputedly looking 'stunning', and as well as indulging in all sorts of ultraviolence, there'll be an element of the game that relates to policeman Murphy's identity crisis. Whatever this means is currently unclear, as the game is shrouded in secrecy, but we'll be first with the details, just you wait and see.

Eternal Darkness, of which nothing has been seen since E3, is apparently "progressing very well", according to Dennis Dyak, producer at Silicon Knights, the developers behind the game. **N64** contacted them this month in the hope that we'd get to see the game, but unfortunately no screenshots were forthcoming. Still, this medieval *Resident Evil*-style game is going to be worth the wait, mark our words.



△ *The distinctly unshabby* Eternal Darkness. *This is going to be great.*

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

Sounds nice. Any more details?
Yup. There'll be six different planets to fight over, alien technology to discover and use for your own ends and 30 different vehicles, which can all be piloted...

Blimey. Good on the PC then, was it?
Yes, very good. And although the N64 version will be significantly altered (some of the more fiddly strategic bits of the game have been jettisoned in favour of more straightforward blasting), it's looking very promising.

But the strategy is still in there?
Yes. Not as much as there was but still plenty, mind. For instance, one mission sees you stealing an enemy tank, falling into line and accompanying an enemy battalion into their base. But then how do you escape again without arousing enemy suspicion?

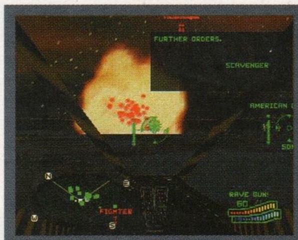
INFO BURST

BATTLEZONE	
FROM:	Crave
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Feb	Feb	TBA

ANTICIPATION RATING

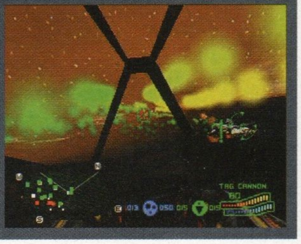


◁ *HQ keeps you up-to-date with hits to your ship. Handy.*

▽ *There's a tincy bit of fogging, but it's not bad.*

△ *The action in Battlezone comes thick and fast.*

▽ *Reminds us of Shadows of the Empire. Y'know, a bit.*



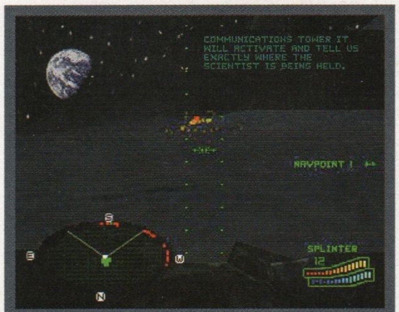
Battlezone
Rise of the Black Dogs
First-person future tank battles!

Developers Climax are currently toiling away day and night in order to get *Battlezone* finished in time for its February release date. And the good news is that their hard work is paying off; *Battlezone* is shaping up to be very sweet indeed.

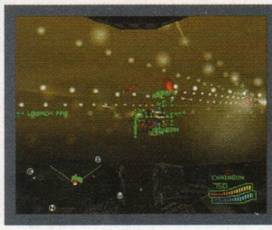
A port of the critically-acclaimed PC game, *Battlezone* is a fruity cross between a first-person shooter and a strategy game. Although the strategy elements have been toned down a little for the N64 version, and the action quotient increased, *Battlezone's* main claim to fame is that you're able to run around on foot, leap into available vehicles and also give orders to supporting units. A bit like *Rainbow Six*, but in huge tanks. Not bad, eh?

The plot, such as it is, concerns you fighting the Soviets on the moon (and, later, other planets) for valuable resources. So, you'll be mining precious metals and using them to construct weaponry and vehicles as you infiltrate an enemy base and call in the reinforcements. Leaving the safety of your vehicles is risky, but amongst the 15 available weapons is a superb sniper rifle, which you can actually use to put a bullet through the windshield of an enemy tank, taking out the pilot. Very nice indeed.

The game also runs in high-resolution, courtesy of the expansion pak, but at the moment this is a little jerky. Hopefully Climax will have time to sort this out, as the game – including a four-player mode – has the potential to be tremendous fun.



△ *The scanner in the bottom left lets you pick out your enemies from afar.*



◁ *There's plenty of varied enemies to blast apart.*

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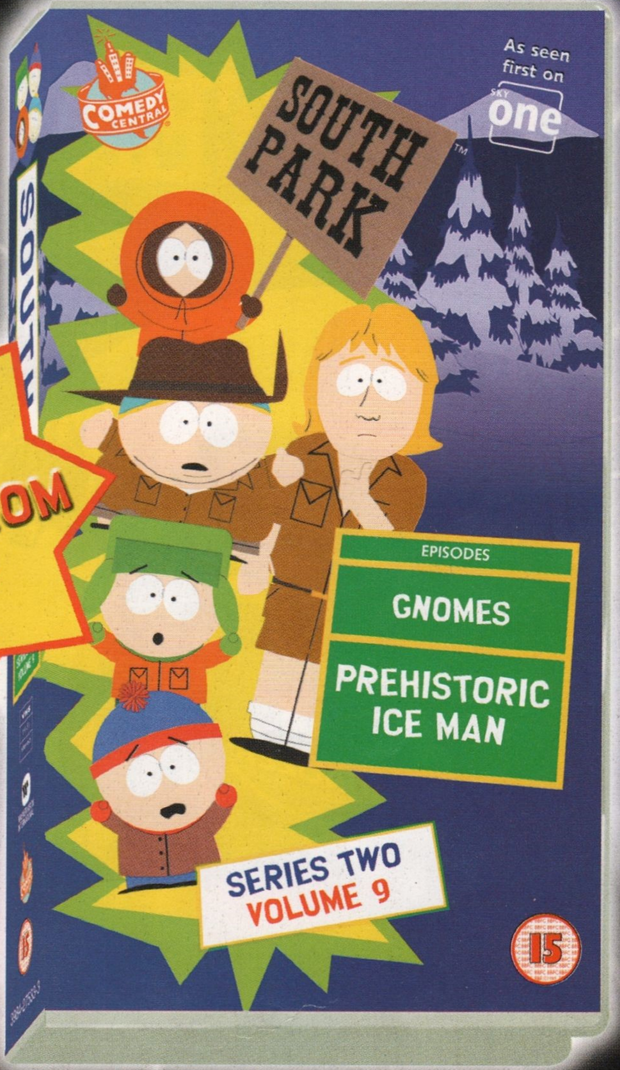

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N64 presents

planet GAME BOY

... S, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, POCKET, CAMERA AND PRINTER

REVIEWED THIS ISSUE!

MICKEY

page 26
Rare's secret game: so secret they didn't even tell us about it!

ARMY MEN

page 27
Tiny plastic soldiers visit your tiny plastic console. Check it out!

WIN! GB Powerpack & Wallet with your GB camera pics

DRAGON WARRIOR MONSTERS

It's the best thing since Pokémon!

PLUS! TIPS!

- Conker
- Carmageddon
- Evel Knievel
- Mr Nutz

ISSUE 13
February 2000

planet NEWS

Welcome to Planet Game Boy

We've had a deluge of games over the past few months – far more than we could possibly show you in these pages – but the real quality titles still manage to stand out from the crowd.

The pick of this month's new releases is undoubtedly *Dragon Warrior Monsters*, the only game amongst a horde of *Pokémon* imitators to come close to matching Nintendo's juggernaut. Others are set to follow on just about every format there is, but our money's on *DWM* to repeat at least some of its Japanese success over here.

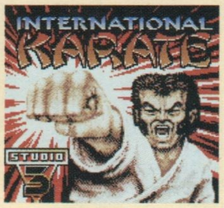
Elsewhere, the concept of trading things with other players seems to be spreading to a wider number of GBC games, thanks to the infrared port. Ubi Soft's GBC range already includes the 'Ubi Key', a communication feature that allows you to unlock hidden features by zapping different Ubi Soft games. This month the first of Rare's Disney games nipped into the shops under cover of darkness, complete with a bonus infrared email section.

This is one area where Nintendo's competitors can't compete. As the only console with wireless networking as standard, every GBC game can have a simple link-up feature coded at no extra cost. Plus there's the potential to wreak remote control havoc on cheap car alarms using *Mission Impossible*'s organiser section or Datel's *Smart Com*. Not that we'd condone that sort of thing, of course.

Martin Kitts, Editor

planet GAME BOY
Planet Game Boy, **N64** Magazine,
30 Monmouth Street, Bath,
BA1 2BW.
Issue 13, February 2000
Editor: Martin Kitts
Contributors: Tim Weaver, Wil Overton, Andrea Ball, Justin Webb, Neil Pedoe, Mark Green

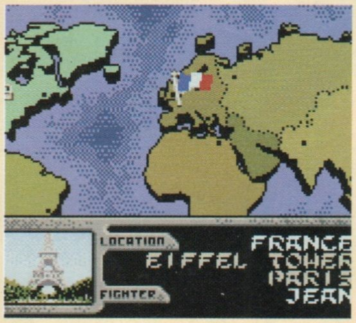
IK COMES TO GB

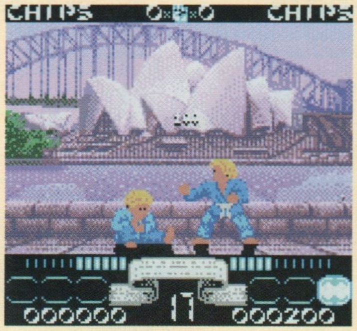


Anyone remember the classic beat-'em-up *International Karate*? It was an 8-bit fighting masterpiece, and its Amiga sequel, the awesome *IK+*, was unequalled until Capcom came up with *Street Fighter 2*.

Now Studio 3 are resurrecting the old-timer for one more crack at that fighting game crown, and with the Game Boy beat-'em-up market looking fairly thin on the ground at the moment, we wouldn't bet against them scoring a hit with this one. Unlike traditional fighting games, rounds are won on a three-point system. A clean hit scores one point and a glancing blow scores half. After each point the combatants return to their starting positions.

This version has different fighters to choose from (the original only had one) and plenty of pretty background locations to battle in front of. We played an incomplete preview cart and we can confirm that it's showing a lot of promise. *International Karate* is due out in February, so we should have a full review next month.





GOLDEN BOY

These most exclusive of limited edition Game Boys are being sold from the Pokémon Centres in Japan to mark the release of *Pokémon Gold* and *Silver* (see page 28).

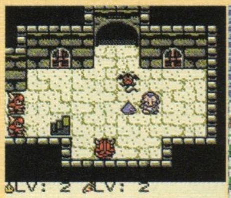
The screen is decorated with Pikachu and the three monsters you choose from at the start of the game, Hinoarashi, Waninoko and Chicolita, representing the meeting of old and new. Best of all, it's made of a sparkly plastic that looks either gold or silver depending on what angle you look at it from.

△ *Number 158! Mew has got nothing on these new boys.*

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Blindingly flawed and not worth bothering with.	Utterly lamentable. Avoid like the plague.

Dragon Warrior Monsters



From: Eidos **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Yes **Out:** Now

Having waited years to get our hands on *Pokémon*, it's a welcome surprise to see the next biggest thing imported from Japan with such speed. *Dragon Warrior Monsters* is the Rolling Stones to *Pokémon*'s Beatles, a different sort of experience but worth just as much of your spare time if you want to stand out from the crowd.

You play Terry, an ordinary lad on a quest to rescue his sister, Milayou. She has been spirited away to the mystical kingdom of Great Tree, the entrance to which can be found, oddly enough, in Terry's chest of drawers. Once inside the tree, the path to Milayou's prison can be opened gradually by performing feats of monster-taming to please the King. Collect enough of the little devils to earn the right to be called a Master and you might just be able to take Milayou back home.

You can take three monsters with you at any time and they trail around after you in a sweet and endearing sort of way. When you meet wandering beasts, you engage in three-on-three combat that's far more complicated than *Pokémon*. You can set your monsters to attack according to preset aggression plans or you can activate their abilities using a menu system – and if you've been nice to your opponents during the battle, they might decide to join your party.

Instead of teaching extra abilities by using special items, monsters learn new tricks by mating. If you put a couple of creatures together then, assuming they're both over the legal breeding age, they'll produce an egg that can be hatched into a combination of one parent's looks and the other's talent. Both parents then depart, making this a game where you can't become quite as attached to your monsters as in *Pokémon* if you want to make progress. You can also breed monsters with a friend, via a link cable, or gamble some of your creatures in two-player tournaments.

Dragon Warrior Monsters is every bit as involving as Pikachu's adventures, even if it isn't quite as cute, and is an essential purchase for anyone who can't wait another 15 months until we finally see the *Pokémon* sequels. Buy it before it sells out.

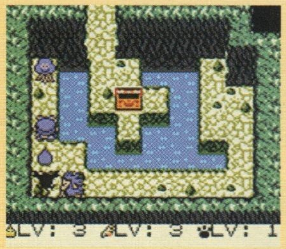
5

The dragon doesn't seem to want to wake up. Mysterious.

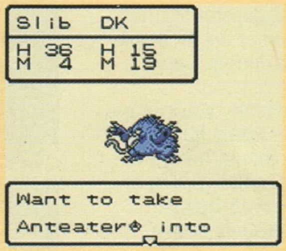
As you can see, the dialogue is somewhat unusual (to say the least).

MONSTER MASH

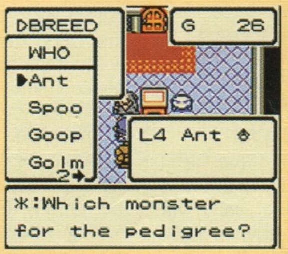
It's a huge game but it rarely gets confusing. This is how it works, broken down into five basic sections.



QUESTING
When you unlock a Traveller's Gate – a spinning portal usually found behind a locked door – you'll begin a quest in the Mystic World. Quests involve finding a missing person or capturing a super-powerful monster.



CATCHING
You can only catch the last surviving monster from any group you encounter. You'll still have to knock it out, but if you fed it during the fight, there's a chance that it will spring to its feet and decide to join your party.

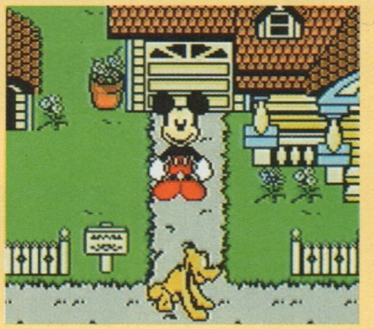


BREEDING
Pick a monster you like the look of and cross it with a monster that has useful skills. The resulting baby should be a combination of the two. Both parents are then released back into the wild, to frolic in total freedom.

HATCHING
Pay the princely sum of 10G to the nice man from the monster dating agency, and he'll take your egg to a nice secluded thicket where it will hatch. Watching your new baby monster emerge from its shell is a joyous moment.

SCRAPPING
As you breed bigger and tougher monsters you'll want to test them against the best. The arena is the place to go for a good scrap. Pay the entry fee for the appropriate class and challenge the world. Prizes are secret areas.

Mickey's Racing Adventure

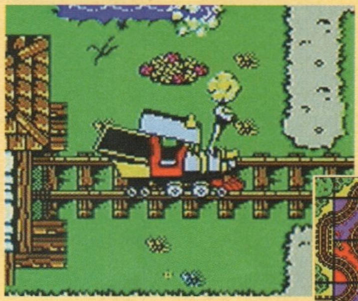


Mickey is beautifully animated, as are all the giant character sprites.

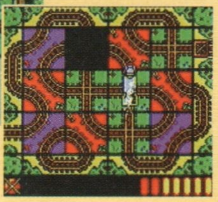
From: Nintendo **Price:** £25 **Save:** On cart **Link-up:** No **Colour:** Only **Out:** Now

Sneaking onto the shelves without a word of warning is a trick often used for games that the publishers are slightly ashamed of. Quite why this first Disney title from the less-than-prolific Rare has been afforded such a dubious honour is a mystery, because it isn't every day that we're treated to a Rare game, and this one is really rather good.

Mickey's Racing Adventure takes the exploration elements from *Diddy Kong Racing* and marries them to the racing style of *RC Pro Am* on the NES. You find the entrances to the tracks by collecting tokens and completing a simple sliding block puzzle game. Each of the five famous characters can access three tracks plus a boss, with a final showdown if you manage to get to the end of the whole thing. There's also a set of bonus games based on the ancient *Boulderdash* and a large hub area in which you can buy tips, upgrades and spells.



One lucky cartoon megastar heads off to the next set of themed tracks. Best of luck.



Slide the track around to get the train to the other side.

A weapon would be handy right about now, but Mickey's all out.

Pluto's bonus games can be found by digging in the dirt when the mutt starts to get excited.

It's an impressively huge game, and the graphics are fantastic. The racing can be a bit hit-and-miss though, because victory tends to rely as much on mistakes from the computer opponents as it does on skill. Once you've purchased an improved car and a few upgrades, things get much better but the sheer size of the game means that it'll be a while before you get that far. A two-player mode would have ensured a five-star rating, but even as it stands there's plenty here to keep you entertained for a long time.

4

Billy Bob's Huntin' 'n' Fishin'

From: Midway **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

Uh-huh. Ah'm guessin' she would. Billy Bob's mates hang out in log cabins and carry loaded shotguns.

Hmm. I'll have me a box of number 12 ammo and a coupl'a them thar gree-nades.

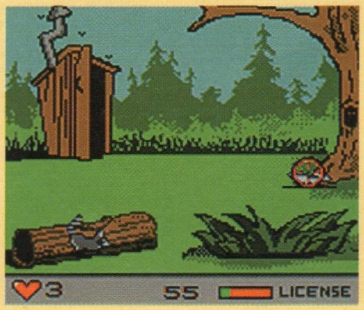
With the spectacularly dull *Deer Hunter* doing big Game Boy business in the States, it was only a matter of time before someone came up with a spoof hunting sim.

Billy Bob is all about a fat hillbilly's quest to impress the beautiful Daisy with his huntin' and fishin' prowess. Daisy will request a certain type of animal, such as a racoon or a bass, and you have to catch it for her by entering a series of mini-games. For example, to go hunting you need to shoot targets to win ammo, hit the correct type of animal to get a licence and wash in the river so that your scent doesn't frighten your prey. The games are as simple as the most basic ones in *Game & Watch Gallery*.

Stop the pigs from falling in your bathin' stream.

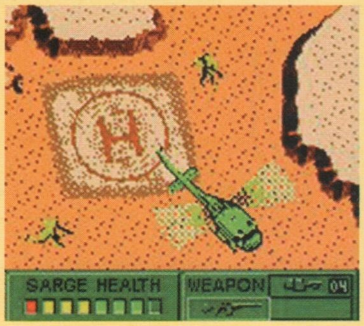
When you're ready you can go into the wild. The actual hunting section is disappointing, being little more than an extended version of the hunting licence sub-game. Fishing is better though, with a completely different set of extra games. In all, it's good value for *G&W* afficionados with a warped sense of humour, and probably worth playing to see what happens when Billy Bob finally wins Daisy's hand.

3



Army Men

Time to go all Apocalypse Now on some of those naughty enemy soldiers.



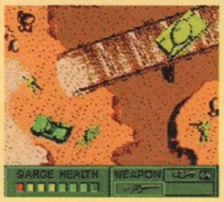
That's an army hospital tent. Looks like the tank is about to squish it.

From: 3DO **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

Green soldier tries to melt the legs of the lookout tower while yellow soldier goes for the back door.

The similarity between *Army Men* on the Game Boy and the PlayStation version is quite remarkable. The missions have the same structure and many of the areas are recognisable. That still doesn't mean that it's a classic game, but it's an indication of the programmers' technical prowess.

Just like in its 32-bit cousin (the N64 version has different missions), the object is to complete a series of increasingly difficult missions by killing lots of little plastic soldiers. There are loads of weapons to find, a basic training mode to try them out in, and some jeeps and tanks to drive when slogging across the 15 large levels gets too tiring. Sadly it's spoiled somewhat by a nasty rotational control system which is left over from the game's 3D days. There's absolutely no need for it in a game like this, and it turns moving and aiming into a pointlessly difficult task.



But if you can live with the controls it can be great fun, with mission objectives such as rescuing prisoners and infiltrating enemy bases to puzzle over. In a way it's a little bit like *Mission: Impossible*, with better graphics and more variety but no secret agent organiser mode. It also boasts the best speech we've ever heard coming out of a Game Boy. Shame about those nasty controls, though.

3

Ready 2 Rumble

She's a mere slip of a lass but she's administering a pasting to fat boy.

From: Midway **Price:** £25 **Save:** No **Link-up:** No **Colour:** Only **Out:** Now

Michael Buffer, the man who made a fortune out of a trademark catchphrase and an industrial strength pair of lungs, lends his voice to the latest conversion of Midway's hit *Ready 2 Rumble Boxing*.

It doesn't seem to make all that much difference which fighter you pick.

It's a remarkably authentic replica of the 3D original, largely thanks to some very slick presentation. The boxers are depicted by short rendered intros and there's a lot of speech from the Buffster. He even speaks on the options screen, which goes to show just how much of the cart is taken up by sparkle and polish.

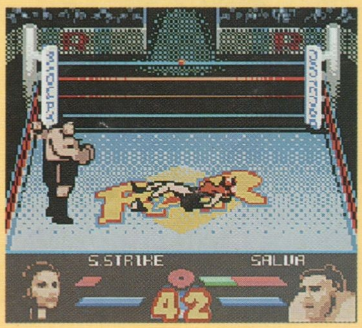
The actual game plays a lot like it does on the N64, except with even fewer moves. It's still basically just a case of standing toe-to-toe with your opponent and hammering the buttons until one of you falls over. If you land enough clean hits, the rumble meter lights up and gives you a few seconds of super combo power. Three knockdowns in one round secures victory. And that's all there is to it. It looks very nice but it's way too limited as a fighting game. Once you've won a few bouts, there's nothing more to see.

The entrance animations are quite impressive, but you'll soon skip past them.

Upright English fighter Big Willy gets pummelled by a little Lulu.

The tale of the tape reveals everything you need to know about the funky pugilists.

Ha ha! Young Ms Strike got a bit cocky and paid a heavy price for her insolence. Still, she'll not be missed.



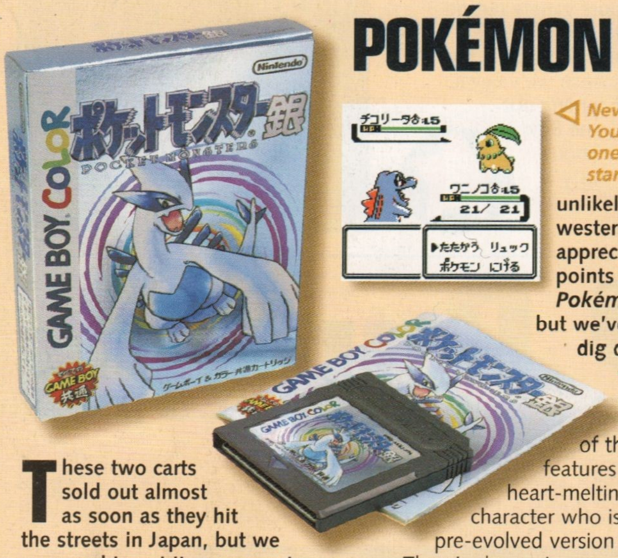
2

planet GUIDE

PIKA-NEW

The best new Pokémon stuff from Japan to your local game shop.

POKÉMON GOLD AND SILVER



New monsters! You get the blue one right at the start of the game.

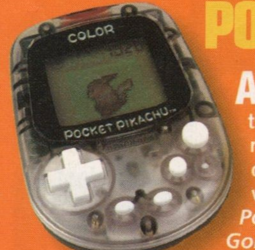
These two carts sold out almost as soon as they hit the streets in Japan, but we managed to spirit away a pair of them before the few shops that had any stock left doubled the price. Being largely incomprehensible, it's unlikely that many western gamers will appreciate the finer points of these *Pokémon* sequels but we've managed to dig out a few snippets of information.

The back of the packaging features Pichu, a heart-meltingly cute new character who is actually the pre-evolved version of Pikachu. There's also an in-game shot of Mariru (the blue water mouse who will be known as Marill in the English translation) battling little Pichu. We haven't managed to capture either of them yet, but it looks like Pichu and Mariru will be joining Pikachu as the official mascots of Pokémon.

There are more new features than we could possibly list. The most obvious is the addition of a real-time clock which you have to set when you start the game for the first time. As you wander around the completely new map, darkness closes in and yellow lights shine out of the houses. It looks fantastic *and* it's still compatible with any kind of Game Boy. The hero carries a mobile phone with him at all times to stay in touch with important people. As you add more names to your contact book, you can call them up to get hints for different sections.

So is it worth importing? If you're an avid Pokémon fan and import game collector, you'll probably have a copy already. You'll find a very good walkthrough on EAGB (http://gameboy.s-one.net.sg) which will guide you through the game in English, so it's not exactly unplayable. However, we'd recommend waiting until September, which is when you'll be able to get US and Australian copies. You can play *any* GB game from *anywhere* in the world on your European machine. It's due on the shelves here around Easter 2001.

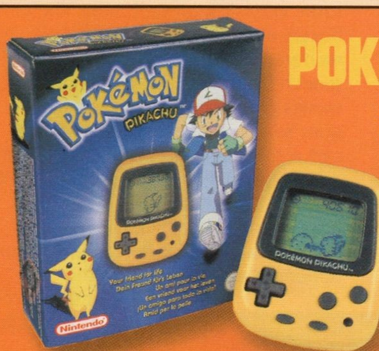
POCKET PIKACHU COLOR



A mere 80,000 of these were released to coincide with *Pokémon Gold* and *Silver* in Japan, and although there will be many more coming in the future, their rarity means you'll need to have deep pockets if you're desperate to get hold of one right now.

The Pocket Pikachu Color is basically the same thing as Pokémon Pikachu but with a few extras. The screen is in colour, the buttons are much more responsive and Pikachu has a new range of abilities. Instead of playing a slot machine to win bonus watts you now get a higher/lower card game. You can also compose tunes to be played instead of a beeping alarm, and the step counter is reset at the end of each day. Also, Pikachu now goes to bed an hour later, at 9pm, and you can swap watts with another unit or Gold/Silver on the GBC via an infrared port on the top.

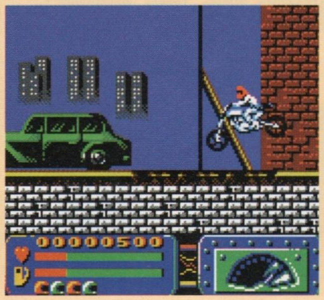
POKÉMON PIKACHU



Here's one Pokémon spin-off you can get hold of over here. Pokémon Pikachu is a virtual pet which encourages you to keep fit! You clip the unit to your belt, and the more you walk or run, the healthier the little on-screen Pikachu becomes. Each step you take earns electrical watts which you must use to show Pika how much you appreciate his company. If you're careful, the status screen will tell you that Pikachu loves you, and he'll perform tricks and go to school like a good little Pokémon.

We've all been playing with them in the office and there are lots of contented Pikachus here. Except Jes's. He was so evil to the poor creature it ran away. 'Pikachu has left you' was the stark message on Bickham's screen. Pokémon Pikachus are widely available and looking for good homes. They cost around £20.

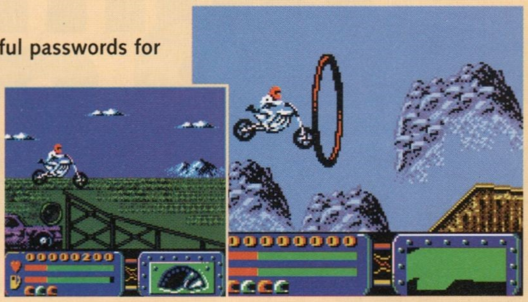
Evel Knievel



PASSWORDS

Here's a selection of useful passwords for Take 2's maddeningly difficult bike game, *Evel Knievel*.

- Snake River Canyon: **LASTSTAGE**
- Grand Finale mode: **LEVELS**
- Normal levels: **RESET**



Conker's Pocket Tales

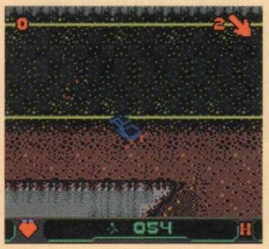
Here's a quick tip to help you get back a bit of energy when you're almost out of health and you can't find any more items. Simply save your game and reload it straight away. You'll have a bit more energy to play with.

Mr Nutz

Choose your starting level in this squirrel-based platform adventure with these handy codes. We have no idea what the 'unknown' code is for, but it doesn't give the usual 'password not valid' message. Interesting.

- **Level 2** – DDMMNN
- **Level 3** – NNRRGG
- **Level 4** – CCLLRS
- **Level 5** – JJMPPR
- **Level 6** – SWWTCH
- **Unknown** – NNSTTR

Carmageddon



Use this password to unlock the lot if you can't be bothered to play all the way through this dodgy motor carnage game. It's better than the N64 version though.

0Z6SZD(skull)V

HIGH SCORES

At last we've got a new record holder in the *Mario Deluxe* challenge. So 1.3 million is possible! How about 1.4? Or even 1.5? You can do it!

MARIO DELUXE

Challenge
1,303,650 James Holt, Halifax
1,264,100 Catherine Wakely, email
1,184,900 Ian Shaw, email
Super Player
456,150 Phil Wakely, Exeter
406,000 Peter Tweedie, Woking
321,550 James Holt, Halifax

POKÉMON PINBALL

Red
297,545,300 David Teixeira, NZ
129,750,500 Mark Atkins, Bury
117,100,600 Dover MacLean, USA
Blue
1,275,170,500 James Faulkner, Dagenham
1,254,200,300 David Teixeira, NZ
124,340,400 Tom Watts, Huddersfield

TETRIS DX

40 Lines (level 0)
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Hiom, Thetford
Ultra (level 0)
21,488 Richard Ford, London
20,392 Nick Hiom, Thetford
20,389 Chris McCabe, Banbridge
Marathon (level 0)
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury
Marathon (level 9)
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London
2,320,662 Anita Gillberg, Sweden

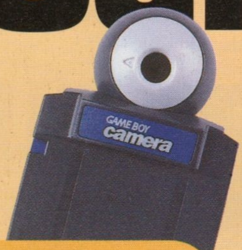
GAME & WATCH GALLERY

Donkey Kong
9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand
Parachute
3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland
Chef
1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

Scores wanted

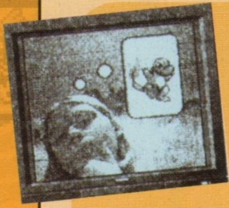
Send your high scores to:
Planet Game Boy (high scores),
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW
Email us at **n64@futurenet.co.uk**

Game Boy Gallery



WINNER!

It reminded us of an alien standing in front of a motorbike headlamp. It's anybody's guess. That could be absolutely anything. Only Andy Sheuber from Stevenage knows for sure.



Kayleigh Money from Long Eaton is dreaming of Pokémon. Must be all that advertising.

It's Sam Roberts from Kent, complete with radioactive grin.

John Allen, an Essex boy, sent in this pic of himself.

Luke Adams sent us this pic of his sister looking bemused.

Darren Agnew from Kilmarnock is the man responsible for putting this beast behind bars.

This one looks like some kind of alien encounter. It's from Sam Bircher of Surrey.

Help! Scary stuff from Annalisa Vacher of Waterlooville.

Preston's Phillip Bailey. He's an easy lover. He'll take your heart but you won't feel it.

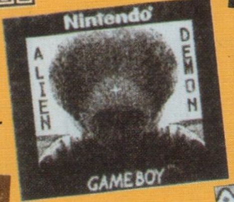
A most out-of-character exchange between two Pokémon from the legendary Bobby Snow. Yup.

Norway's master GB Camera artist, Ruben Larsen, is the man behind this troll-like face.

And another pic from Mr Larsen. Top stuff, Ruben. We're impressed.

It's a rassler of some description. Whoever he is, he's anonymous and annoyed.

Oh my word. Lordy, lordy. Ellwyn Male snapped this lovely lady and printed her out just for you.

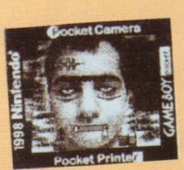


An alien demon, spotted in the London area by none other than David Jones. Brrrrr.

It's Ellwyn Male's GB Camera person.

A talking egg? A spoon? Surely not... a toilet bowl! It's from Paul Stevenson.

Muties too tight to mention.



Nice work, people. We're pleased to be able to present another quality line up of kerr-azy pics and happy snaps taken with the miracle of miniature technology that is the Game Boy Camera.

As ever there are some interesting techniques on display here and some great special effects. If you'd like to share a few (but not all) of your secrets with the rest of the world, we'd love to hear from you for our Art Class section, as featured in last month's issue. When we've got enough cool tips and tricks (assuming the nation's top GB Camera alchemists are willing to spill the beans), we'll print the best and reward the senders with an exclusive **N64** pin badge. Those things are as rare as rare could be, y'know. Write to Art Class, Planet Game Boy at the address below.

Send us your freaks

In association with Gamester

Get snapping and send us your favourite printouts. Weird or otherwise, we like nothing better than checking out your Game Boy Camera creations. In fact, we like it so much that we feel compelled to tell our pals at Gamester to send a mighty handy Game Boy Powerpack and Wallet to the creator of our favourite pic each month. Perfect for protecting your machine from scratches and saving on batteries. Don't forget to tell us what kind of GB you own. Send your pictures to:

Game Boy Gallery,
Planet Game Boy, N64 Magazine,
30 Monmouth St, Bath, BA1 2BW.

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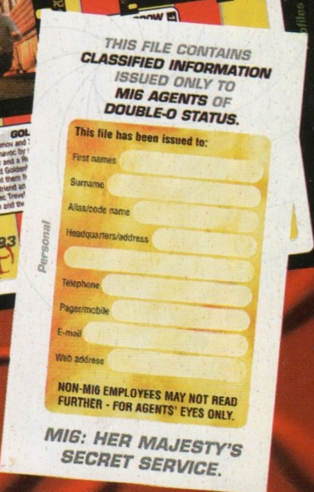

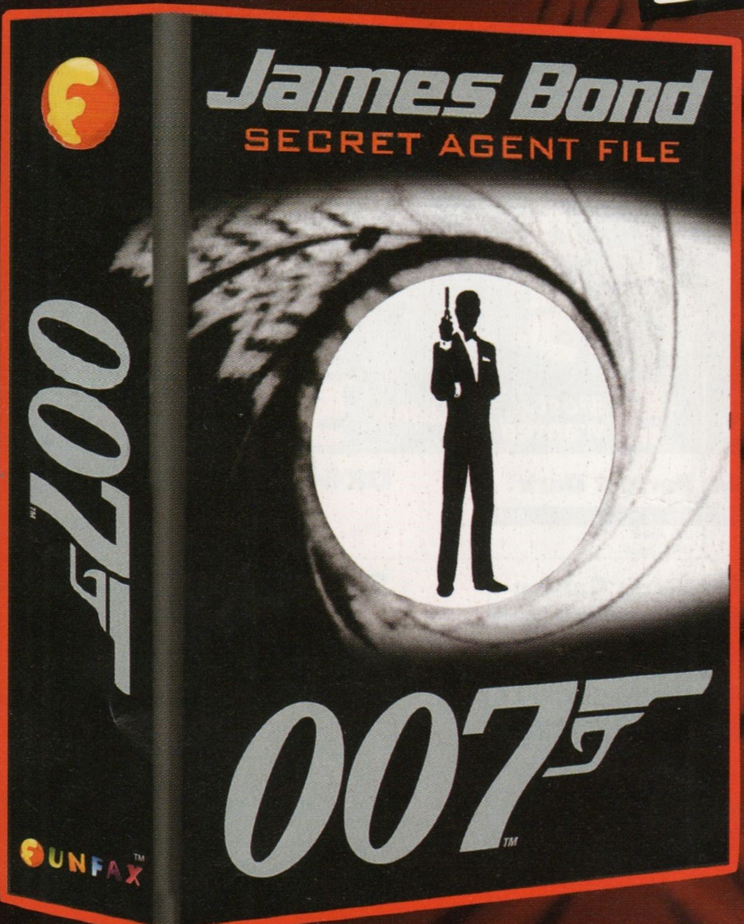

Includes:

- Classified issue file (personal details, preferences, passwords and aliases)
- Mission and urgent assignment file
- Fantastic fold-out Bond history (featuring all the films)
- Diary
- Contacts file (address book)
- Spy quizzes and games

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007 JAMES BOND FUNFAX IS PACKED FULL OF INFORMATION. ARE YOU UP TO THE CHALLENGE?

DK

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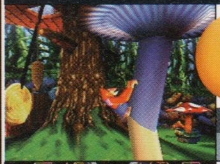
PLANET 64 INFORMATION station

chart updates • release list • most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart



1 Donkey Kong 64
Rare/Nintendo — Released: 12/99
Non-mover — N64 Issue 36 93%

2 WWF Wrestlemania
THQ — Released: 12/99
Non-mover — N64 Issue 36 90%

3 Smash Bros
Nintendo/HAL — Released: 12/99
Last month's chart position – 4 — N64 Issue 36 90%

4 Rainbow Six
Take 2 — Released 11/99
Last month's chart position – 7 — N64 Issue 35 87%

5 Rayman 2
Ubi Soft — Released: 10/99
Non-mover — N64 Issue 35 73%

6 Lego Racers
Lego Media — Released 11/99
Last month's chart position – 10 — N64 Issue 36 70%

7 Jet Force Gemini
Rare — Released: 11/99
Last month's chart position – 3 — N64 Issue 34 93%

8 GoldenEye
Nintendo — Released: 12/97
Re-entry — N64 Issue 9 94%

NEW!

9 Ready 2 Rumble
Midway — Released: 12/99
New entry — N64 Issue 37 81%

10 Rugrats Treasure Hunt
THQ — Released: 10/99
Last month's chart position – 6 — N64 Issue 33 48%

Top 5 Import chart

Source: CA Games (0141 334 3901)

1 Donkey Kong 64
Nintendo/Rare • ACT — N64 Issue 36 • 93%

2 Pokémon Snap
Nintendo • ETC — N64 Issue 37 • 80%

3 Jet Force Gemini
Rare • SHT — N64 Issue 34 • 93%

4 Resident Evil 2
Capcom • ACT — N64 Issue 36 • 90%

5 WWF 2000
THQ • FGT — N64 Issue 36 • 90%

Most played / Most wanted

	N64 5 Most played	5 Most wanted	Readers 5 Most played	5 Most wanted
1	Donkey Kong 64 — Rare, ACT — N64 Issue 36 • 93%	Perfect Dark — Rare, ACT — UK: April, USA: April	DK64 — Rare, ACT — N64 Issue 36, 93%	Perfect Dark — Rare/Nintendo, ACT — UK: April, USA: April
2	South Park Rally — Acclaim, RAC — N64 Issue 38 • 88%	Zelda Gaiden — Nintendo, ACT — JPN: March, UK: Christmas	Smash Bros — Nintendo, ACT — N64 Issue 36, 90%	Zelda Gaiden — Nintendo, ACT/RPG — UK: Christmas, Japan: March
3	Top Gear Rally 2 — Kemco, RAC — N64 Issue 38 • 90%	Banjo-Tooie — Rare, ACT — UK: Summer, USA: Summer	WWF 2000 — THQ, ACT — N64 Issue 36, 90%	Banjo-Tooie — Rare, ACT — UK: Summer, USA: Summer
4	Smash Bros — Nintendo, ACT — N64 Issue 36 • 90%	The World is Not Enough — Eurocom/EA, ACT — UK: Summer, USA: Summer	Shadowman — Acclaim, ACT — N64 Issue 32, 93%	Super Mario Adventure — Nintendo, RPG — UK: Summer, Japan: Spring
5	Worms Armageddon — Infogrames, ACT/PUZ — N64 Issue 36 • 85%	Pokémon Stadium — Nintendo, ETC — UK: April, USA: Out Now	Zelda 64 — Nintendo, ACT/RPG — N64 Issue 23, 98%	Pokémon Stadium — Nintendo, ETC — UK: April, USA: Out Now

GAME

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VALID FROM 25TH JAN TO 21ST FEB 2000

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

• Nintendo 64

January

Game name	Publisher	Type	Country
Asteroids	Crave	ACT	UK
Custom Robo	Nintendo	ACT	JPN
EPGA Golf	Infogrames	SPT	UK
South Park Rally	Acclaim	RAC	UK
Top Gear Rally 2	Kemco	RAC	ALL
Viewpoint 2064	Sammy	ACT	JPN

February

Game name	Publisher	Type	Country
Battlezone	Crave	ACT	US
Castlevania: Legacy of Darkness	Konami	ACT	UK
ECW: Hardcore Revolution	Acclaim	ACT	UK
Harvest Moon 64	Natsume	RPG	UK
Nuclear Strike	T•HQ	SHT	UK
StarCraft	Nintendo	STG	UK
Supercross 2000	EA	SPT	UK
Taz Express	Infogrames	ACT	UK
Vigilante 8: Second Offense	Activision	ACT	US/UK

March

Game name	Publisher	Type	Country
Daikatana	Kemco	SHT	US/UK
Duck Dodgers	Infogrames	ACT	US/UK
Hydro Thunder	Midway	RAC	US
ISS Millennium	Konami	SPT	UK
Rally Masters	Infogrames	RAC	UK
Starcraft	Nintendo	SIM	UK
Top Gear Hyperbike	Kemco	RAC	US
X-Men	Activision	ACT	US
Zelda Gaiden	Nintendo	RPG	JPN

April

Game name	Publisher	Type	Country
Excitebike 64	Nintendo	RAC	US/UK
Mario Party 2	Nintendo	TAB	UK
Perfect Dark	Rare	SHT	US/UK
Pokémon Stadium	Nintendo	ETC	UK
Ridge Racer 64	Namco	RAC	ALL
Tony Hawk's Skateboarding	Activision	SPT	US/UK

2000/TBA

Game name	Publisher	Type	Country
3Sixty	Cryo	RAC	US/UK
1080° Snowboarding 2	Nintendo	RAC	US
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Blues Brothers 2000	Titus	ACT	UK
Bomberman 64 2	Hudson	ACT	UK
California Speed	Midway	RAC	UK
Cyber Tiger 2000	EA	SPT	UK
DethKarz	GT	RAC	US
Doshin the Giant (64DD)	Nintendo	ETC	JPN
Dragon Sword	Interactive St	ACT	UK
Eternal Darkness	Nintendo	ACT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Fighters Destiny 2	Infogrames	FGT	US/UK
Flights of the UN	Video Sys.	SHT	JPN
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Harrier 2001	Video System	SIM	UK
Hercules: Legendary Journeys	Titus	ACT	US
Grand Theft Auto 64	Take 2	ACT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Kirby's Dreamland 64	Nintendo	ACT	JPN
Magic Flute	Sunsoft	ACT	JPN
Mini Racers	Nintendo	RAC	US/UK
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
NFL Blitz 2000	Midway	SPT	UK
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
O.D.T.	Psygnosis	RPG	UK
Ogre Battle 3	Nintendo	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Paint Studio (64DD)	Nintendo	ETC	JPN
Pokémon Snap	Nintendo	ETC	UK
Polygon Studio (64DD)	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Renegade Racers	Interplay	RAC	US/UK
Resident Evil Zero	Capcom	ACT	ALL
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Riqa	Nintendo	ACT	US
Shadowgate Rising	Kemco	RPG	US
Sim City 64 (64DD)	Nintendo	SIM	JPN
Smurfs 64	Infogrames	ACT	UK
Snowboard Kids 2	Atlus	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	UK
Stunt Racer 3000	Boss	RAC	US/UK
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario Adventure	Nintendo	RPG	ALL
Talent Studio (64DD)	Nintendo	ETC	JPN
The World is Not Enough	Eurocom/EA	ACT	US/UK
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Toe Jam and Earl	GT	ACT	UK/US
Turok 3	Acclaim	ACT	UK/US
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
UEFA Soccer	Infogrames	SPT	UK
Ultimate War (64DD)	Seta	STG	JPN
Velocity	Acclaim	RAC	US
V-Rally 2	Infogrames	RAC	UK/US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	UK
Zelda Gaiden	Nintendo	RPG	US/UK
Zool	Imagineer	RPG	JPN

• Dolphin

Game name	Publisher	Type	Country
Army Men	3DO	ACT	ALL
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Resident Evil Game*	Capcom	ACT	ALL
Robocop*	Titus	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Super Mario 64 2	Nintendo	ACT	ALL
Thornado	Factor 5	ACT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

PLANET 64 INFORMATION station

Top 5 vote n' draw

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Sammy Twainswick from Bristol wins a copy of Rainbow Six!

My five most played games are:	My five most wanted games are:

Name ....

Address ....

Postcode ....

Game wanted ....

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0906-8318-404 ......ADVENTURE / RES EVIL I & II / STAR WARS I / FF7 / TR 4
0906-8318-405 ......PLAYSTATION / EVERY CHEAT WE HAVE
0906-8318-406 ......ADVENTURE / SILENT HILL / STAR WARS PHANTOM 1 / TR 4
0906-8318-407 ......NINTENDO 64 / THE BEST NINTENDO CHEATLINE THERE IS
0906-8318-408 ......SEGA SATURN / LOADS OF CHEATS
0906-8318-409 ......SEGA SATURN / HUGE LISTING
0906-8318-411 ......PLAYSTATION / MEGAHELPLINE & FAXBACK
0906-8318-416 ......PLAYSTATION / THOUSANDS OF CHEATS
0906-8318-417 ......SEGA SATURN / THE ULTIMATE CHEATLINE

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TONNES MORE *DONKEY KONG 64* SECRETS REVEALED INSIDE!

HOW TO...

go bananas in DONKEY KONG 64

PART 2

Every banana tracked down in Gloomy Galleon, Fungi Forest and Crystal Caverns, three bosses beaten off, PLUS the locations of every fairy, blueprint and K. Rool arena in the game!

TOP SECRETS REVEALED! Only open our tips section if you're *absolutely* stumped!

DK64

DK64

DK64

Monkey Magic

We thought *Zelda* and *Jet Force Gemini* were big games, until we set off on our quest to finish *Donkey Kong 64*. Rare's monkey-'em-up is colossal, which means we've had to spread our banana-busting guide over an unprecedented *three* issues.

Last month, we told you how to find 50 bananas in the game's first four levels. This month, we explain how to grab every single banana in the next three worlds, *and* reveal the locations of every fairy, blueprint and K. Rool Arena in the game. Aren't we good to you?

GLOOMY GALLEON

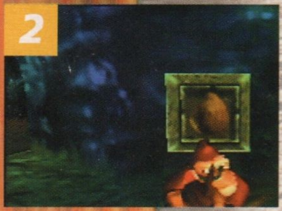
Entrance: Swim underneath K. Rool Island

Golden bananas needed: 8

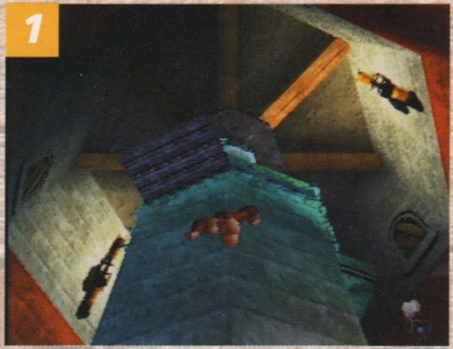
Just started?

1 Walk down the first corridor and turn right to find three oversized wooden chests. The one on the left can be punched by Chunky for a banana.

2 Now for the lighthouse tour. Follow the signs and have Donkey shoot the coconut switches to reach the tower, then nudge the green switch underwater to raise the waves.

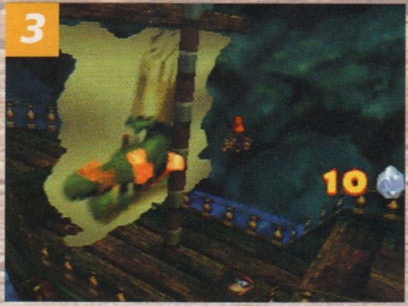


Found the Lighthouse?



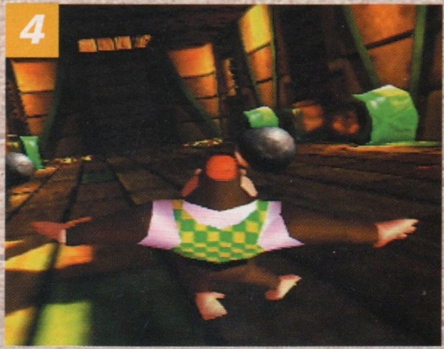
1 To get into the lighthouse, slam the Donkey switch on the central platform. There's a banana at the top of the tower inside, and a lever which brings K. Rool's ship steaming into harbour.

2 Change into Engarde by moving Lanky into the Animal Barrel underwater, then use his saw-like conk to smash the chest you find at the very bottom of the lake, revealing a banana.

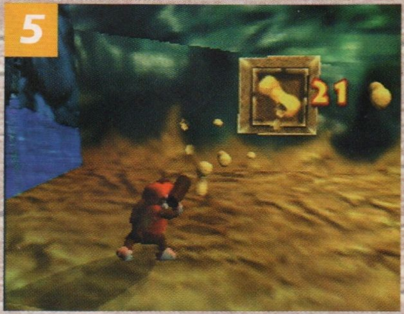


3 Leap over to the floating barge and Simian Slam the Diddy switch. You'll need a trip in the Rocketbarrels to reach the banana that materialises atop the lighthouse.

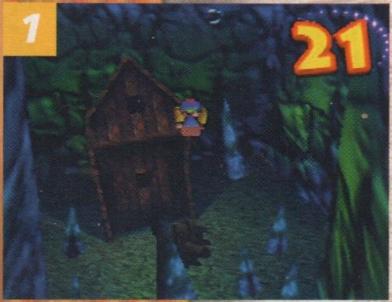
4 Chunky can slam his bum down on the trapdoor on the ship's deck. Scamper past the cannons below and punch the rotating barrels for a banana – then turn your pad around to combat seasickness.



5 Back in the tunnels, take Diddy down the unexplored passage and peanut away at the switches. You've found the Sunken Wreck area.

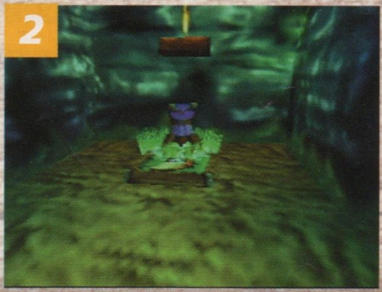


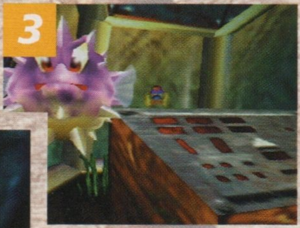
Found the Sunken Wreck area?



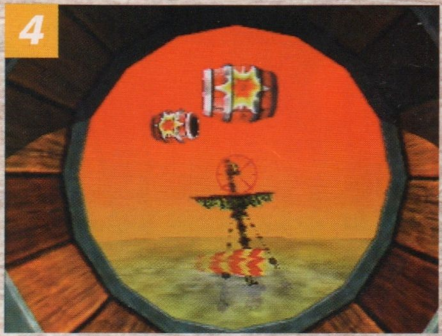
1 Just before the peanut switches lies a slammable switch for Tiny. It opens a window in the underwater house to the left, inside which is a Kremling Kosh minigame and a banana.

2 There's a switch for Lanky's elasticated arms, too, leading to a banana in the same house – you'll need to use Engarde to smash the chests inside.



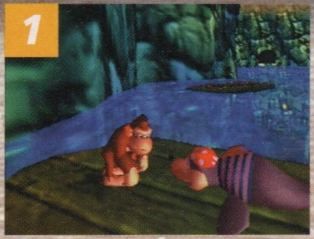


3 Found Funky's shop? It's to the right of this area's entrance. In the watery depths below, Tiny can use the barrel to enter the curvy pipe and win a banana from a Big Bug Bash game.



4 We'll come back here in a bit. Meanwhile, play the Barrel Blast game on the lighthouse platform to free a native seal.

Rescued the Seal?



1 Back in the Sunken Wreck area, the rescued seal is flapping away on a platform near Candy's shop. He'll give you his 'seal' of approval – a banana.

2 The lovely Candy will be ever so pleased to see you, handing you an upgrade for your instruments and an extra health melon. Juicy.

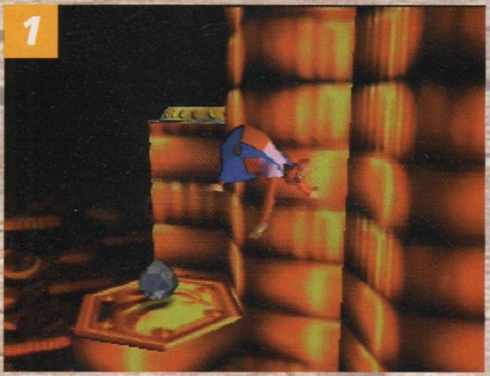
3 As Donkey, go back and visit the seal again, leaping into the tunnel behind him. Now you'll get the chance to win a banana if you manage to beat the honking mad mammal in a wave race.

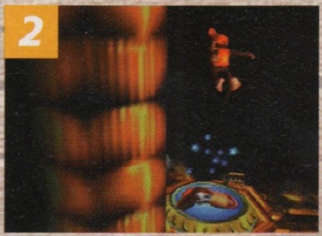
4 Use Chunky's pineappley weapon on the two switches near the level entrance. In the room beyond, haul the big ball to the cannon and take out three switches for your banana.

5 Have Diddy rocketbarrel up to the top of the lighthouse and strum his guitar. Race back and swim into the freed fish's gob (use Warp 5), then thwack the panels on his heart for a banana.

6 As Lanky, find the Animal Barrel – it's just above the sunken wreck – and swim inside. Perform three crowd-pleasing leaps through the DK ring and you'll open the door to the Treasure Room.

Opened the Treasure Room?





1 Sitting pretty nestled at the top of the rightmost stack of gold coins is a Stealthy Snoop minigame. Use Diddy's Simian Spring to get up to it and grab yourself a banana.

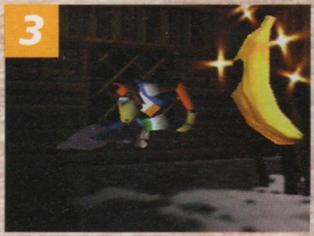
2 There's a Searchlight Seek minigame atop the opposite pile of coins – use Lanky's Baboon Balloon tiles to reach it, and its banana.

3 The giant treasure chest is accessed via the lock – use the nearby Tiny barrel to shrink yourself small enough to fit inside. Collect the five pearls within and then swap them for a banana with the mermaid at the bottom of the lighthouse.

4 While you're near the tower, dive into the water and nudge the red switch to lower the water level.

Lowered the water level?

1 At the edge of the lighthouse area is a lone Music Pad. Have Chunky tap his triangle on it, then race over to the Sunken Ship. A Batty Barrel Bandit game, and a banana, are within.



2 As Tiny, swim across to the cactus-esque thingy near Funky's shop, play your saxophone on the pad there, then swim into the ship to grab a banana. Follow the same procedure for a second time to net DK a banana, too.

3 In Lanky's section of the submerged boat, the banana is lounging on a four-poster bed. The lazy fruit!

4 A Splish Splash Salvage minigame leads to Diddy's banana – grab the seven submerged coins to bring down a vine that leads to the eighth.

BOSS!

Bananas needed: 250

It's Lanky, in a speedboat, battling a bloated pufferfish! Race anti-clockwise and zip through the rings, using A to leap when the spiky fish burps a shockwave. Also, sneakily, the last ring is in the same position as the second-to-last. Four lots of five rings and it's all over.

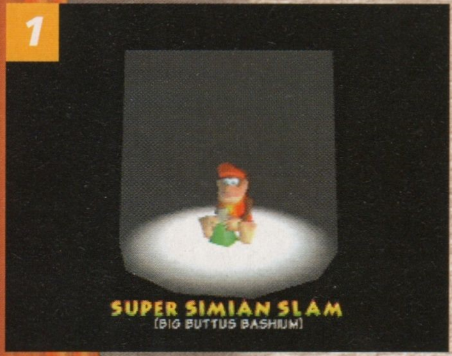
Avoid the fireballs and this boss should be a walkover. ▷

GO! GO! ▷

FUNGI FOREST

Entrance: Barrel near Warp 3
Golden bananas needed: 50

Just started?



1 Without Cranky's Super Simian Slam potion, you'll have trouble with the blue switches littering this area. Run through the red tunnel to find the old ape's abode.

2 Switch to Chunky and use your brand new Slam on the well in the corner of the clock area. Survive the minecart ride and a banana is yours.

3 Back in Cranky's area, locate the door to the monstrously tall mushroom. We're going in...

Entered the Giant Mushroom?

1 Shooting the five switches on the wall creates a series of Blast Barrels leading to the very top of the mushroom. Handy for nabbing the banana that appears after Donkey Kong's stomped the nearby switch.

2 Slam the Tiny switch on the ground floor and sprint to the newly-created barrel for a banana. Making use of Tiny's Pony Tail Swirl is the only way to reach some of the coins in the Speedy Swing Sortie minigame.

3 Halfway up the mushroom, a door leads back outside to a Barrel Blast game. Play for a banana.

4 A Diddy Barrel is spinning away on the ground outside, which will help you to reach the banana that's hidden in the minigame barrel at the giddying mushroom peak.

Reached the top of the Mushroom?

1 Use Lanky's Orangstand to reach the Slammable switch on the roof, then slide back down into the first of the two unlocked doors. Once inside, trampoline on the toadstools to reach the banana.

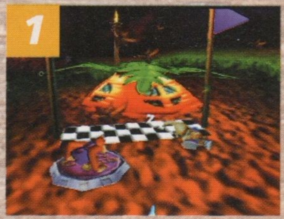
2 In Room No. 2, the order you need to Slam the coloured toadstools in is yellow, red, pink, green and blue. That done, you're only a Krazy Kong Klamour minigame away from having yourself a banana.

3 Just down the road from the two Lanky doors is a switch for Chunky. It opens up another door, giving the fat ape the chance to earn a banana – rearrange the tiles with pineapples to complete it and win the fruit.

4 Wave a final goodbye to the giant mushroom, because we're off to what we fondly call the 'Autumn Area'. Use Lanky to climb the small fungi near the iron gate, then shoot the grape switch to reach it.

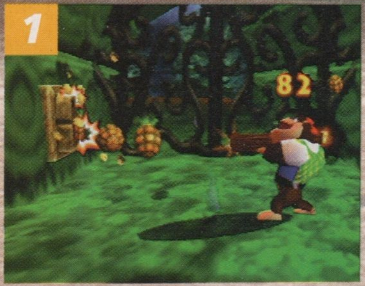
Found the Autumn Area?

1 Lanky can wake the rabbit with a trombone blast. He'll hand you a banana after two races – the third-to-last fence is the crucial overtaking point in the second race.



2 Leap into the Tiny barrel, then play the sax on the Music Pad to access the tree stump's interior. Then just grenade the crocodiles to grab your banana – make sure to pocket the seed, too.

Collected the seed?

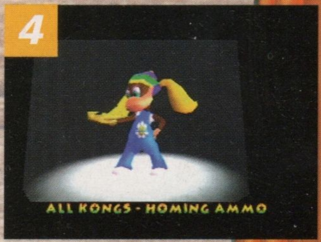


1 Back where the giant clock ticks away, use Tiny's feather gun and Chunky's pineapple cannon to unlock the path to the vegetable patch.

2 Here's where the seed comes in handy. Carry it to the patch of bare ground to the left and an odd-looking vine will grow – use the nearby barrel to reach its banana.

3 The Chunky barrel next to Funky's shop is ideal for crushing worm-bothering tomatoes. After, take the mutant apple to the patch of dirt in the clock room for a banana.

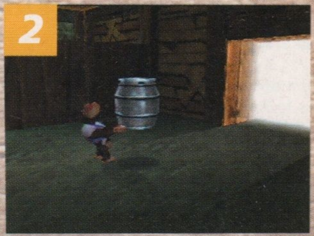
4 One last thing here – buy the Homing Ammo from Funky's shop. Now run through the blue tunnel in the clock room to locate the mill.



Found the Mill?

1 Inside the mill, the '?' box can be wrenched apart by Chunky, leaving Donkey free to slam the switch underneath. Behind the newly-opened gate, pull the levers in this order: 2,1,1,3,2.

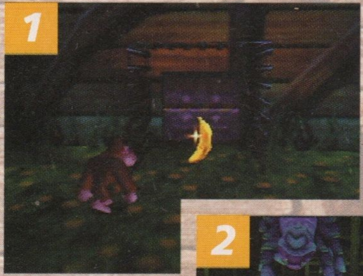
2 Back outside, there's another way to get into the mill – through a rickety door that Chunky can punch through. Destroy both '?' boxes inside, then tap your triangle on the music pad. You can now secure yourself a banana by plonking three of the barrels on the conveyor belt.

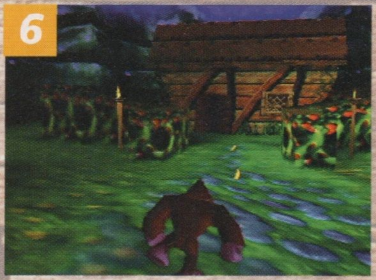


3 Hop into the barrel in the clock room and shoot the moon switch. Ooh – it's all gone dark.

Turned Dawn to Dusk?

1 Now that it's night-time, you can reach that banana in the cage outside the mill.





2 When Chunky crushed the '?' box, he opened a teensy door outside the mill – perfect for young Tiny. Head through and climb the crates to find an oversized spider, who'll give up her banana after you've feathered her in the pupil.

3 Using the Lanky pad just outside the mill, bloat the gangly ape up and float into the hole in the roof. Give the bats what for and a banana is yours.

4 Also on the roof is a small door for Diddy – climb the winch rope up to it. Shoot the 'ON' switch inside, then charge the 'up' button to make a music pad appear outside. Play it to reveal a banana.

5 Look for the banana-concealing hut in the corner – use the Simian Spring to get inside. It's pitch-black in there, so play your guitar to summon your torch-carrying birdy buddy.

6 To open the vine-covered hedge house, slam the switch out back after hopping into the barrel for invincibility. Inside, a switch beneath a '?' box creates a vine path, leading to a banana barrel.

7 Finally, revisit the Autumn Area with Diddy and play a song on the music pad. Use the barrel in the 'garden' nearby to persuade the owl to give you a ring race, and – eventually – a banana.

BOSS!

Bananas needed: 300

The not-so-friendly Firefly returns. This time, a fingertip clinch on the edge of the platform is needed to avoid the sweeping wall of fire, and you'll find the Chunky barrel useful for ballooning in size and bopping the pesky insect on the bonce with B. With just four punches, she'll snuff it.

Chunky's power-punches are too slow here – just tap B. ▷

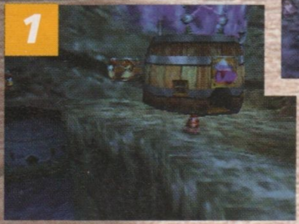
GO! GO! ▷

CRYSTAL CAVERNS

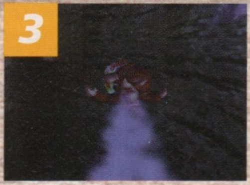
Bananas: 65

Just started?

1 To begin with, you need to track down Cranky. Leap across the river (head right for a bit to make the jump), then climb the slope on the right to find the sour old gibbon. Buy Lanky's Orangstand Sprint, Tiny's Monkey Port, and Chunky's Gorilla Gone.

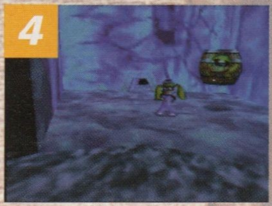


2 Chunky's power-punching will make short work of the wall of ice near the level entrance. Once you're through, use Chunky's new invisibility move to grab the hidden banana.



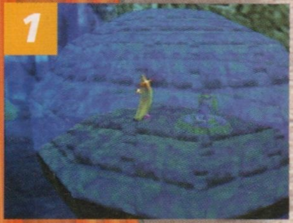
3 Tap Z on the Barrel Blast tile just across from Cranky's shop. A banana is your reward.

4 There's another punchable ice sheet past the Donkey Tile and to the right. Behind it, a barrel and a small door for Tiny lead to a Krazy Kong Klamour minigame and a banana.

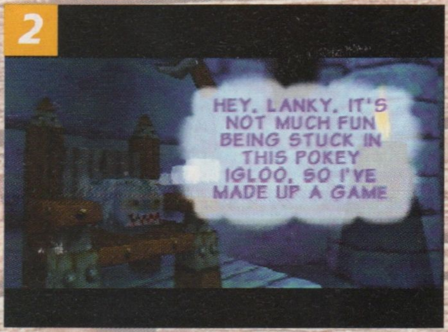


5 Head back to where you last crossed the river, but this time around turn left and clamber up the piles of rocks. You find Funky waiting at the top, and he'll sell you Ammo Belt 2.

Found Funky's Shop?

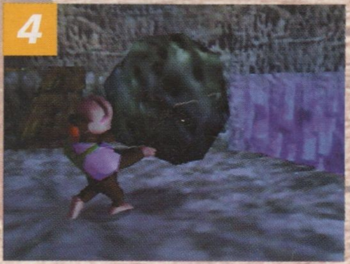


1 Near Funky's abode is a Tiny Barrel sitting on a lonesome ledge. Pony Tail Swirl across the gap, then Swirl back and find the Tiny Pad through the small door – this will lead you on to a banana.

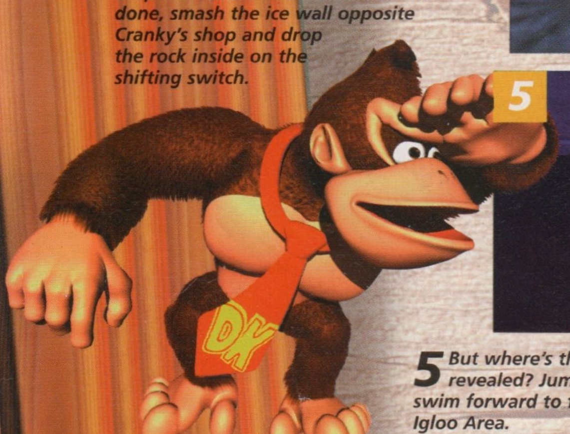


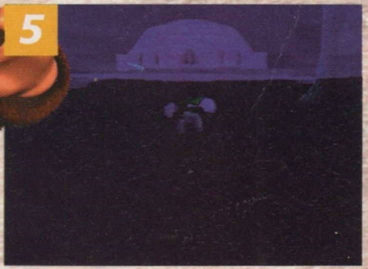
2 Head to the pretty castle nearby and use Lanky's arms to Slam the switch and force your way inside. An odd ghost dog wants to play a game – win the banana by slamming every tile he changes.

3 The other Lanky switch here flips open the castle's turret, allowing the bendy ape to float in using the Lanky pads close by. The beetle race inside will win you a banana.



4 Only Chunky's beefy enough to lift the rock near the castle, so use him to drop it on the blue switch. With that done, smash the ice wall opposite Cranky's shop and drop the rock inside on the shifting switch.



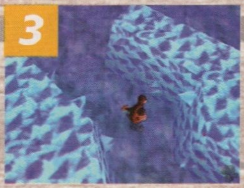


5 But where's the banana you've just revealed? Jump from Cranky's platform and swim forward to find it, rotating happily in the Igloo Area.

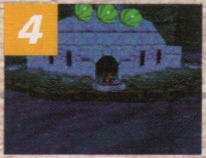
Found the igloo area?

1 First things first – stop that irritating viking bringing rocks down on your head by using the Tiny pad next to the big igloo. Play the saxophone to kill the helmetted one and create blissful quiet.

2 Use the Diddy barrel next to Cranky's shop to fly through the ring above the main igloo. Five music pads magically appear, allowing access to the icy mound.

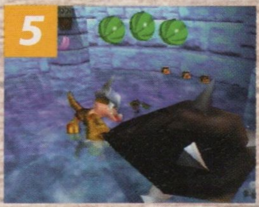


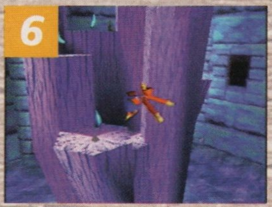
3 In Donkey's area of the igloo, walk through the spinning ice maze to procure the banana.



4 To win Diddy's banana, grab and throw the barrels in order from 1 to 6.

5 Tiny's banana requires her to kill the viking with a saxophone tune, then stomp on the moving switch four times.





6 In Lanky's section, see off the meanies wandering the floor, then Baboon Balloon to the top of the room for your banana.

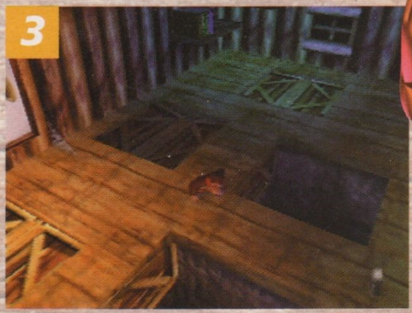
7 Lastly, you can earn a banana for Chunky by heroically smashing your fist into the rabbit-endangering fireballs.

8 Grab another banana from a Mad Maze Maul minigame by hopping into a Diddy barrel and flying up through the waterfall near Funky.

Rocketbarrelled through the waterfall?

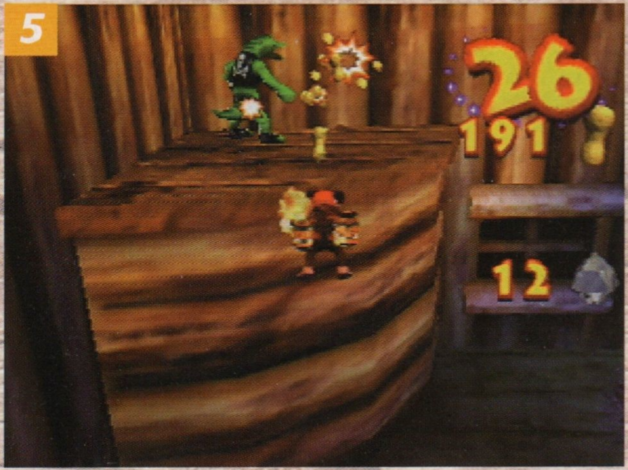
1 Find the delectable Candy next to the towering house and buy the last of the instrument and melon upgrades from her.

2 Over at the tall house, hammer your triangle on Chunky's pad and traipse inside. Perform a Simian Slam on the red-and-white pads, then press Z on the Chunky pad for a banana.



3 There's a pad here for Donkey to play his bongos on, too, which will open up a room filled with pesky bees. A banana is yours once you've dispatched them all to bee heaven.

4 Tiny's Saxophone pad is upstairs. Use orange grenades to get rid of the crocodiles in her room and earn yourself a banana.

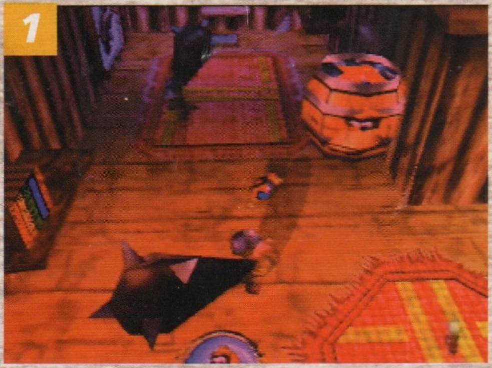


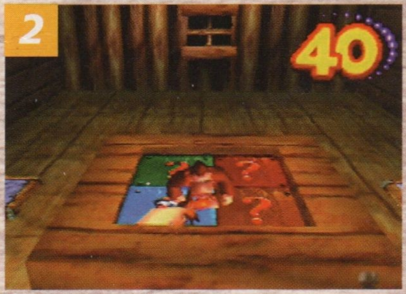
5 Next door to Tiny's door is a pad for Diddy. You'll get a banana for killing everything inside – which is easily done if you first rocketbarrel onto a corner platform and then grenade the barrel Kremlings.

6 Another pad for Diddy is hiding even higher up the house. Smack the vikings inside, Simian Spring on the pad, then light the candles with your fiery rocketbarrel. It's another banana.

Finished off the house?

1 Find the L-shaped hut across the bridge from the main house. The Lanky pad around the corner and the Trombone pad outside the door will open it up – inside, kill the vikings (wait until they lift their clubs) and use both barrels to reach the banana.



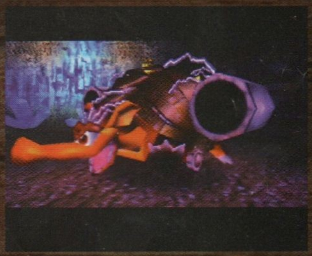


2 Another hut nearby reveals its wares when Donkey pummels his bongos. Have a few practice runs on the tiles inside and write down where the pictures are, then match all the tiles to grab a banana.

BOSS!

Bananas needed: 350

The armadillo returns, and this time he's got the odd wall of fire and a batch of homing missiles to lob at you. Use a high jump to avoid the firewall, and run for your life in a meandering way when the missiles strike. Wait until the armadillo giggles before chucking a barrel, and he'll be gone after four hits, leaving you free to open the door through to Creepy Castle.



△ The Armadillo hasn't learnt many new attacks since the first level, but the missile's a tricky 'un.

GO! GO!

BONUS BONANZA

If you've been following our guide closely, you'll have a golden banana collection that's big enough to open every level, putting you in the perfect position to fill your shoes with blueprints, fairies and crowns. So, to help you do just that, here are the locations of all the bonus items in DK64. Cracking.

DK ISLES

BANANA FAIRIES:
- Use Chunky to smash the box in Factory entrance.
- Shoot Tiny's switch in ceiling of forest entrance.
- Past Tiny's second warp tile.
- On lone island with palm tree near Fairy Island.

K. ROOL ARENAS:
- Swing across vines halfway up K. Rool Island.
- Shoot mushroom in ceiling of forest entrance with correct colour Kong, revealing Chunky pad.

SNIDE'S BLUEPRINTS:
DONKEY: Shoot switch on wall in Helm entrance.
DIDDY: Inside Castle entrance.
LANKY: Chunky punches ice in Caverns entrance.
TINY: Chunky smashes box in Factory entrance.
CHUNKY: Inside Galleon entrance.

JUNGLE JAPES

BANANA FAIRIES:
- Inside Funky's bee-shooting room.
- Above the lake through Rambi's door.

K. ROOL ARENAS:
Outside Funky's shop.

SNIDE'S BLUEPRINTS:
DONKEY: Inside tunnel next to Tiny's hive room.
DIDDY: Inside tunnel near Lanky's bee-shooting room.

LANKY: Slopey area inside tunnels.
TINY: Inside tunnel next to Tiny's hive room.
CHUNKY: In the underground cave beneath the giant rock.

ANGRY AZTEC

BANANA FAIRIES:
- Near Tiny's barrel in camel temple.
- Use barrel to enter tiny door in big temple.

K. ROOL ARENAS:
- Appears after Lanky shoots banana-carrying eagle.

SNIDE'S BLUEPRINTS:
DONKEY: Shoot the switches and use the barrel in first tunnel.
DIDDY: Use the barrel to reach the top of temple near Candy.
LANKY: Use Warp 2 in camel temple.
TINY: Inside tunnel linking two main areas.
CHUNKY: Inside giant temple.

FRANTIC FACTORY

BANANA FAIRIES:
- In tunnel next to Donkey's 'numbers' game.
- Outside Funky's shop.

K. ROOL ARENAS:
- Pull lever near Tiny's Scalextric room off R&D room.

SNIDE'S BLUEPRINTS:
DONKEY: Past rollers at top of machine room.
DIDDY: Machine room floor.
LANKY: Near Kong Arena in R&D room.
TINY: Beneath the pole leading to Donkey Kong Arcade.
CHUNKY: Floor of Toy Room.

GLOOMY GALLEON

BANANA FAIRIES:
- Aim through bars in Tiny's section of sunken wreck.
- Use Chunky's Punch on treasure chest near start.

K. ROOL ARENAS:
- Use Chunky's Punch in the room beneath Cranky.

SNIDE'S BLUEPRINTS:
DONKEY: Treasure Room – use Warp 4.
DIDDY: Cavern at edge of lighthouse area.
LANKY: Chunky's cannonball room.
TINY: Use barrel near entrance to walk planks.
CHUNKY: Find them on top of the 'cactus' next to Candy's shop.

FUNGI FOREST

BANANA FAIRIES:
- Collect Diddy's banana in the darkened hut. Slam second '?' box in vine-covered hedge hut.

K. ROOL ARENAS:
- Fall through hole on top platform outside giant mushroom (must be night).

SNIDE'S BLUEPRINTS:
DONKEY: Behind vine-covered hedge hut at night.
DIDDY: Lowest vine floor within giant mushroom.

LANKY: Beneath Autumn Area's big tree.
TINY: Top platform within mushroom.
CHUNKY: Swing across vines inside mushroom at night.

CRYSTAL CAVERNS

BANANA FAIRIES:
- Diddy's second house room.
- Tiny's igloo room.

K. ROOL ARENAS:
- In Donkey's tile-matching hut.

SNIDE'S BLUEPRINTS:
DONKEY: Across bridge from castle.
DIDDY: Use Warp 4 to access Tiny's area.
LANKY: Use Warp 5 to reach the high platform near Funky.
TINY: High platform near house.
CHUNKY: Top of main igloo.

CREEPY CASTLE

BANANA FAIRIES:
- In Donkey's tree room.
- Use Tiny to warp in ballroom.

K. ROOL ARENAS:
- Use Lanky to collect banana in greenhouse.

SNIDE'S BLUEPRINTS:
DONKEY: Inside the tree.
DIDDY: Just inside door in very bottom of area.
LANKY: Just before Warp 2 on long path.
TINY: Follow bottom path all the way around.
CHUNKY: Outside lakeside door.

HIDEOUT HELM

BANANA FAIRIES:
- Behind Rareware/Nintendo coin door.

KONG ARENAS:
- Use Diddy's barrel to reach tip-top of machine.

NEXT MONTH...

In N64/39 we guide you through Creepy Castle, Hideout Helm and the final boss battle, and uncover the bananas left in the first four worlds, giving you all 200 golden bananas. Don't miss it!

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THE CHEAT MACHINE

* Use SEARCH MODE to find the game you want.
  - Press 2 to select the game that you want,
  - Press 1 to go back through the list
  - Press 3 to skip forward.
* After choosing your game, you then enter PLAY MODE.
  - Press # for Action Replay to repeat any tips you wish
  - Press 0 to return to Search Mode
  - Press * at any time for Help.

09063 608010

Calls cost 60p per minute.

BACK	SELECT	FORWARD
1	2	3
4	5	6
7	8	9
*	0	#
HELP	ABORT	REPLAY

< SEARCH MODE

NINTENDO 64 & PLAYSTATION CHEATS & TIPS

< PLAY MODE

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 29 February 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Cliam Number to

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info media

SPECIAL INVESTIGATION

ZELDA

We collect together every smidgen of info we've got on the sequel to the Greatest Game Ever™.

INFO BURST

ZELDA GAIDEN	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?		
US	UK	Japan
Xmas	Xmas	March

ANTICIPATION RATING

Zelda Gaiden, it would be fair to say, has a lot to live up to. It's the sequel to what is arguably the finest piece of software ever created but, from what we've seen so far, with its emphasis on mask-wearing and an Armageddon-style plot, it doesn't look like it'll disappoint.

We simply can't wait. And, although the PAL version of the game isn't due for release until December 2000 (and what a Christmas present that'll make!), the Japanese version is still – fingers crossed – expected to make an appearance in March. And so, to tide you through the anxious wait, we've pulled together everything we know about the game, giving you the most in-depth and informative look at *Zelda Gaiden* yet seen. Enjoy!

Link as one of the stony Gorons, partaking in a lightning-fast race.

Our Special Investigations can take us all over the world. This month, we sneaked over to Nintendo's Japanese HQ to play *Zelda Gaiden*...

THE STORY SO FAR...

We've seen the introductory cut scene to *Zelda Gaiden* – it gives you the gist of the plot and sets you up for the whole adventure. Let's take a closer look...

1 *Link, minding his own business, is riding though the forest on Epona, his trusty steed.*

2 *Our hero is quite unaware that he's being watched, though. The two fairies, Bell and Mondo, are quietly observing things...*

3 *Suddenly, this mysterious character – named Stalkid – appears. His real identity is a mystery...*

4 *He stops Link and Epona – but Link is immediately wary of this odd stranger and his funny mask.*

5 *The wily fiend knocks Link to the ground, leaps onto Epona, and rides through a mysterious gateway...*

6 *...to an alternate version of Hyrule. Link learns the moon is crashing towards the Kingdom, and he must stop it if he's to get home. This clocktower quietly counts down the days until apocalypse...*

GAIDEN

MASK MAGIC

Zelda Gaiden places a huge emphasis on donning masks – far more so than in *Ocarina of Time*. Interestingly, the three 'main' masks in the game actually transform Link into a different character. There are over 20 masks to collect, the effects of which, though, are yet to be seen...

Deku Link

Wearing the Deku Scrub mask turns Link, unsurprisingly into an ugly little Deku Scrub. The main benefit (although there *are* more – see 'Sub Quest Adventures!') is that the mask enables Link to fire Deku Nuts from his new snout. Euurch.

△ *Deku Link also has another ability – he can walk on water.*

Goron Link

As a Goron, the friendly rock-eating race from *Ocarina of Time*, Link can curl up into a ball to protect himself with his new hardened shell.

△ *Not only is it protective, it enables Link to move quickly.*

Zora Link

After transforming into a member of the watery race he saved in *Ocarina of Time*, Zora Link can swim at devastatingly fast speeds..

△ *Tapping A allows you to swim at lightning fast speeds.*

TIME LAPSE BLUES

Almost unforgivably, there *won't* be a simultaneous worldwide release of *Zelda Gaiden*, which is doubly annoying seeing as *Ocarina of Time* had a near-as-dammit worldwide release, with a gap of only a couple of weeks between the NTSC and PAL versions of the game. Indeed, with the Japanese release still slated for March, it'll be another nine months before the English language version is completed. That's about the same as the gap we saw between the Japanese and UK releases of *Smash Bros*! Not good.

Rest assured, though. We'll bring you the biggest and best import review of *Gaiden* as soon as we can get our hands on a copy, hopefully in a couple of months time.

EXPANDED!

Zelda Gaiden – or, as it's going to be called in the west, *Zelda: The Continuing Saga* – will feature full expansion pak support. However, unlike games such as *Turok 2* and *Rogue Squadron*, *Gaiden* will offer far more than simply a high-resolution mode. Although the graphics *will* be crisped-up, the extra memory will be used to put more action on-screen and increase the size of the game-world; hence, you'll be fighting *six* Stalfos at a time, and you'll find huge forests full of individual trees. Blinding.

GO! GO!

SUB-QUEST ADVENTURE!

Much like the myriad of sub-quests in *Ocarina of Time* (the most memorable of which being the gigantic search for all the Skulltulas), *Zelda Gaiden* offers plenty of mini-games and activities for you to indulge in. Many of these revolve around wearing masks to take on extra abilities and all of the sub-quests will help you in your larger quest to stop the moon falling from the sky.

Mask Man

Look! It's the proprietor of the Happy Mask shop from *Ocarina of Time*. He's had some masks stolen by the mischievous Stalkid and it's up to you to retrieve them. Your reward? Extra time to complete your mission, and extra masks to help you succeed.

See all the different masks on his backpack? There's a lot to choose from.

Beaver Race

Much like with the Gorons, to appeal to the parallel-universe version of the Zora, Link must don the Zora mask and become one of the fish-people. Some friends of the Zora, a family of beavers, are in trouble. Link must help them collect the wood for their dam in return for a helpful artifact.

The beaver, there, is fetchingly wrapped in a dayglo rubber ring.

You're in the lead, here, but it's going to be a close-run thing.

Goron Race

The Gorons are still Link's friends in the alternative Hyrule, but in order to garner help and information from them, Link has to disguise himself with the Goron Mask and win a race. When he's transformed into a Goron, Link can curl into a ball and roll at high speeds.

The start of the race. You've got to be quick to win...

You'll be pulling off some huge jumps in the Goron race.

Deku Scrub Action

The Deku Scrubs are a cowardly lot so you'll get no help from fellow Scrubs once you've donned the Deku mask. However, the Deku mask bestows Link with special powers, not least of which is flight. This can be used in conjunction with special plants that allow Link to glide from platform to platform. Essential for negotiating your way to secret areas.

EXTRA! Deku Water Walking

Tremendously, Deku Link can also walk on water which, again, is dead handy for reaching more of those huge secret areas.

Deku Jump Pads EXTRA!

Rather like the Shock Spring pads in *Banjo-Kazooie*, certain leafy pads will allow Deku Link to jump incredibly high, as you can see here.

MUSIC MAKER

Much as it did in *Ocarina of Time*, music also plays a big part in *Gaiden*. Except that this time around, donning the various masks gives you access to even more instruments, which can be used to warp to certain places or pacify certain characters.

Deku Horns

After being transformed into a Deku Scrub, Link can play these huge horns, which bear a remarkable resemblance to the Windmill Man's in *Ocarina of Time*.

Zora Guitar

This twangy instrument, created from fish bones, is yours once you've collected the wood for the beavers' dam.

Goron Drums

These huge bongo-style drums can be used to persuade the Goron race to help you in your quest.

LOCATIONS

Whilst *Zelda Gaiden* sports a huge number of fresh, new areas, it also contains some reworked – and almost unrecognisable – locations from *Ocarina of Time*.

Kokiri Forest

This strange, teapot-style building stands in a twisted version of Kokiri Forest, complete with waterfall. Who it is that lives in the house, though, is anyone's guess… the alternate Saria, perhaps?

The Lost Woods

The Lost Woods is now a vast forest, complete with individual trees. Here, five Stalfos guard a deserted hut. What secrets does it hold?

Temple of Time

The alternate Hyrule also has an alternate Temple of Time. Although no shots have yet been released of the exterior, this chequered road leads right up to it.

Kakariko Village

Gripped in the midst of a harsh blizzard, Impa's beloved Kakariko Village is now a snowbound wonderland.

New Dungeon

This entrance to a new dungeon is a vast and imposing affair. Where can it be situated?

△ *The highly impressive exterior to this new dungeon. Expect hours of puzzling in here…*

Dungeon Interior

A little way into the dungeon, you'll come across this multi-platformed area, which is reminiscent of the Water Temple from *Ocarina of Time*…

△ *Hmm. Plenty of tricky platform action here.*

△ *Link has to work out a way to get safely down…*

△ *But it's not going to be an easy task at all.*

Dungeon Boss

This character is a mini-boss much like the two whirling dervish-style characters in the Fire Temple in *Ocarina of Time*. You'll come across him part-way into the dungeon – see how his face is eerily familiar to the carving around the entrance…

WHERE'S BIG LINK?

***Zelda Gaiden* is actually set *before Ocarina of Time* because, as you'll remember, Link goes back to his younger self at the end of that game. So, Big Link is nowhere to be found. Or so it seems…**

Big Link Mask

Look! There's a mask for Big Link! We're not sure if this will actually transform Link into his older self (and, of course, there's no time travel involved in *Gaiden*) but you can be sure that it will be used to get certain characters to speak to you.

Time Meter

Interestingly, this new dial is also featured in *Gaiden*. It's a kind of 'sundial', but it shows you how long you have left before the moon hits the earth. Once the arm reaches the left-hand side of the dial, it's goodnight Hyrule.

CHARACTERS

You'll be bumping into plenty of new characters in *Zelda Gaiden*, and, of course, plenty of familiar faces. But not *too* familiar – this is an alternate Hyrule, after all.

Malon

The young farmhand is seen here in older form, living in the middle of the woods. She doesn't appear to work on a ranch any more – but if you look closely, you can see her father, Talon, in the background. What's his profession this time around?

Navi?

Seeing as *Gaiden* takes place before *Ocarina of Time*, it's impossible for Link to still have Navi as his fairy companion. But Link *does* appear to have a fairy friend on some occasions. And it has been confirmed that there's a dark and evil version of Navi in the game…

Bell and Mondo

These two new characters are fairies that *aren't* owned by anyone, and as such, don't take orders from Kokiri adventurers. They will offer Link advice at times, though.

Koume

Blimey. One of the witch bosses fought in the Spirit Temple returns – but this time, running a potion shop! Extra 'time' – should you need it – can be bought from the old crone.

Pixie

This new character is currently unknown. However, he does live in the all-new, utterly vast forest that you'll find in the parallel Hyrule, and he's the source of some potentially useful – but annoyingly vague – advice…

TO BE CONTINUED… We'll be reviewing the Japanese version of the game just as soon as it's released. You mark our words.

He's the greatest games designer in the world, he's the man who created Donkey Kong, the brain behind every major *Mario* release to date, and he's answering your questions...

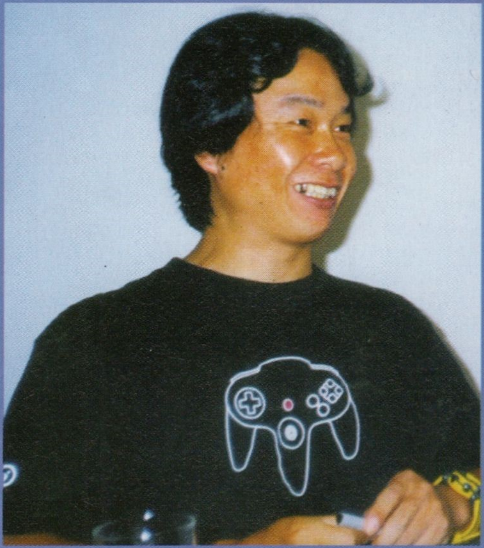
SPECIAL INTERROGATION

EXCLUSIVE!

Shigeru Miyamoto

General Manager, Nintendo

YOUR QUESTIONS ANSWERED!



Q. With *Mario 64*, you created the first *proper* 3D world, and revolutionised gaming in an instant. Since games can't possibly become 4D, what do you think is the next step?
Chris Derton, Solihull

I think everybody's concentrating on what future technology will be capable of doing, and on what the games will be like using it. But, what we *really* need is a new 'invention'. We're currently in the stages of putting down the foundations for a new gaming experience, a new game 'invention', and

The still exceptional Mario 64 – *the first* proper *3D world. The next step for Shigsy and Nintendo is 'a new game invention'. Veeeeery interesting.*

the technology is only a part of it. I think we are already at a stage where we have the necessary technology, but we also need to be creative with it. What we really want is to create something new and unique, and that's an area which I feel is a strong responsibility of mine. With Dolphin the creative possibilities are even more significant than with Nintendo 64.

Q. You've always been associated with very strong characters like Mario and Link, but do you think it will ever get to a stage, perhaps with Dolphin, where players can be *in* the game?
Paul Adams, Newcastle

Mmm, maybe. Technologically speaking, it has already come to the stage where that kind of thing can actually happen. Those who are thinking of developing in this way have this sort of technology already. At Nintendo, we've already done this sort of thing in a game called *Talent Studio*, but I don't know whether *Talent Studio* can be called a game or not. Maybe it's not a game, but you can incorporate your image or your friend's image with the Game Boy Camera, and then that face can be changed in a variety of ways. That in itself is intriguing, but you can then transport these images into an animation package. It's just like making the 3D games we already do; it's the same sort of process. It's certainly an interesting idea.

Shigsy on... DOLPHIN

The concept behind Dolphin is going to be a kind of take-it-easy attitude: you can do this if you like, but you don't have to do it if you don't. That's how we want Dolphin to be.

Q. What do you think about online gaming? Would you like to get involved?
Jon Tottendale, London

I'm very interested in online gaming, and I fully understand why people are so enthusiastic about it – it's something everybody's always talking about. But, you know, what Nintendo is about, and has always been about, is *not* doing the same as every other company. So, if it ever came to the stage where we were talking about online gaming, it would be because we had a new way to approach the idea. It wouldn't just be because everybody else is doing it.

Q. What ideas have you got for online gaming?
Russell Marks, Bristol

What's needed is simple entertainment. I consider Nintendo to be an entertainment company, appreciated by a wide variety of people, so, if we get involved in online gaming, it must be easy to handle and, of course, reasonably priced. And, having thought about this very many times, I don't think that online gaming has yet come to a stage where a mass audience can enjoy it – unlike videogames, which have proved entertaining for millions of people because of their simplicity. When I look at the infrastructure of online gaming around the world, the cost for networking in each country is currently far too expensive. And, the other problem is that, if millions of people tried to go online at the same time, the host computer would go down immediately. So, what I'm saying is, yes, Nintendo *are* interested in online gaming, but I don't think we'll get involved with it immediately.

We are, however, carrying out some experiments: for example, Nintendo have already announced that we'll sell the 64DD in Japan through a membership-only service over the Internet, and we've also announced a system to connect the Game Boy to cellphones. When we talk about Game Boy's and cellphones we're talking about realtime online gaming.

The 64DD offers a form of online gaming and, indeed, can be ordered online via Randnet.

The 64DD options screen. From here you can enter Nintendo's first online-ish experience. Neat.

Shigsy on... ONLINE GAMING

If it ever came to the stage where we were talking about online gaming, it would be because we had a new way to approach the idea. It wouldn't just be because everybody else was doing it.

Q. Why is there such a gap between *Zelda Gaiden*'s Japanese and UK release dates?
Neil Callaghan, Leicester

Actually, that's exactly the question I asked Nintendo of Europe! No, we are developing the game with a targeted Japanese launch in the spring

GO! GO!

of next year, and by the end of the year it will launch worldwide. We just need some time because of the localisation.

△ *Zelda Gaiden: not exactly sharpish in coming out but it'll be with us next Christmas for sure.*

attitude again. With DVD, if some people want to make games with huge memory capacity they can, but if they don't like using the DVD format's huge memory capacity, they can disregard it. There's more freedom than on cartridge.

Q. Do you regret the decision to go with cartridge instead of CD with the N64?
Justin Decker, Ipswich

No. From a third-party developer's point of view, maybe cartridge meant more of a risk for them because of the cost of the format, but we just couldn't have made such revolutionary games if we'd opted for CD. *Super Mario 64* and *Zelda* could not have been made on CD. I think because PlayStation has succeeded so much in

Q. How much of a threat do you think Sony and PlayStation 2 are?
Roy Dixon, Manchester

You have to know that Nintendo has no intention of fighting Sony. What's important for us is what Nintendo can do and *should* do – and that's be original and unique. So, I'm hopeful that I can make games for Dolphin in a more relaxed atmosphere, regardless of the competition.

Q. There's been reports that Mario and Luigi are going to become a little 'older' on Dolphin. How will this work and what difference will it make to the gamesplaying experience?
Simon Falschred, Cardiff

Well, an older Mario and Luigi may be an interesting idea, but that's about the only comment I can give you right now. About 20 years ago, when I was creating the character later to be called Mario, games were actually played by adults as well as by younger people, but later Mario became, you know, a little more cute, as other designers joined our team. What I'm always trying to think is how to make best use of the same character, and how he might appeal to more adult audiences. I don't want adults feeling ashamed to be playing games with the Mario character in, so we're intensifying the quality of the design itself, so it can start to be appreciated by adult audiences. For example, he won't often show the V-sign next time around.

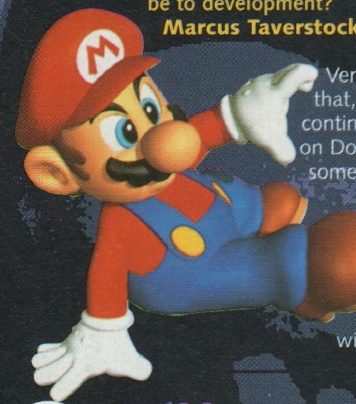
Shigsy on... NINTENDO'S NEXT STEP

What we really want is to create something new and unique – and that's an area which I feel is a strong responsibility of mine. With Dolphin the creative possibilities are even more significant than with N64.

Q. With PlayStation 2, Sony believe they'll be able to make gamers feel emotion in games. What is your mission with Dolphin, and how will it compare with the new PlayStation?
Stephen Schultz, Wigan

Dolphin will have a Super Emotional Engine! No, that's an interesting question. The reality with PlayStation 2 is that it becomes more difficult to make games, because you've got new tools, and people expect the games to have more realistic graphics and sounds. But, Nintendo has always kind of gone in the opposite direction. We've always made a deformation of the real thing; we've always taken real life and made a slightly different version of it. I like people to read between the lines. It's not good or bad; maybe there are some developers who think it's good, maybe there are some who think it's bad. I think they're both right. Dolphin is going to be a system where you can realise both desires. The concept behind Dolphin is going to be a kind of take-it-easy attitude. You can do this if you like, but you don't have to do it if you don't. That's how we want Dolphin to be.

Q. How important do you think DVDs are going to be to development?
Marcus Taverstock, Glasgow



Very important. Having said that, we actually wanted to continue using cartridge, even on Dolphin. But, DVD is something which can lower the business risk for third-party developers, so I think it's a good idea for us to look towards the optical media. It also has to do with this take-it-easy

terms of the business it's done, people may be reluctant in admitting this fact. But when they see the success of *Zelda* and the uniqueness of *Mario 64*, I'm pretty sure that many developers, who have only made software for PlayStation, were rather jealous, because that's something that they could never do on CD.

△ *Shigsy represents Ninty's most important gaming mind. At the moment, he's doing the Dolphin pad.*

Metroid on the SNES. As good a game as you could ever hope to play – and according to Shigsy, an N64 or Dolphin version is in the offing. ▷

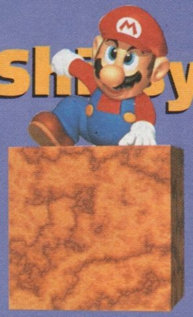
Q. Is a *Metroid* game coming to the N64?
Eric Wilkins, Colchester

I'm not actually involved directly in the production of *Metroid*, but the producer of the game has been informed that there's a strong desire for the title, and that there's been many requests coming to us, so that's really encouraging for him and for his team of people. Unfortunately, his team, and he

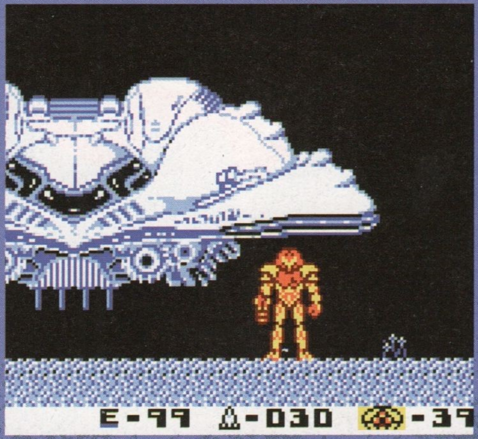
Shigsy on... A NEW METROID

There's been many requests coming to us, so that's really encouraging... and (Nintendo) are seriously considering an N64 or Dolphin version of Metroid.

Shigsy on... PLAYSTATION 2



You have to know that Nintendo have no intention of fighting Sony. What's important for us is what Nintendo can and should be doing – and that's being original and unique.



Metroid on the Game Boy. This could be perfect fodder for GB Advance. Oooh, just imagine it.

himself, have been playing a really active role in creating Game Boy games, which as you know are very popular right now, so they've been very busy – so busy that they can't think about making N64 games at the moment. But, they've received so many requests that they're seriously considering an N64 or Dolphin version of *Metroid*.

Q. Wouldn't you like to create a completely new character instead of having to use and re-use the likes of Mario and Link?
Thomas Pilting, Barrow

Yes, we have that kind of desire, to make new characters and new games. That's why I'm now working on a more systematic organisation for Nintendo. In other words, we were too busy making sequels to some of the original games, and didn't have the time or resources for the development of new characters. But now we have more and more resources at our disposal. For example, the number of developers is increasing at Nintendo, so we have more power to make something new, while still making those sequels. We're also teaming up with other developers: we've already made an alliance with a team at Capcom, so they're working together with us on a Game Boy version of *Legend of Zelda*. And quite recently, we made the announcement that we were starting a new company with Konami, to create new software for Game Boy Advance.

Q. If Game Boy Advance isn't going to be able to do 3D visuals, how will it be different enough from the existing Game Boy? Is it just going to offer prettier graphics?
Gregory Smart, Leeds

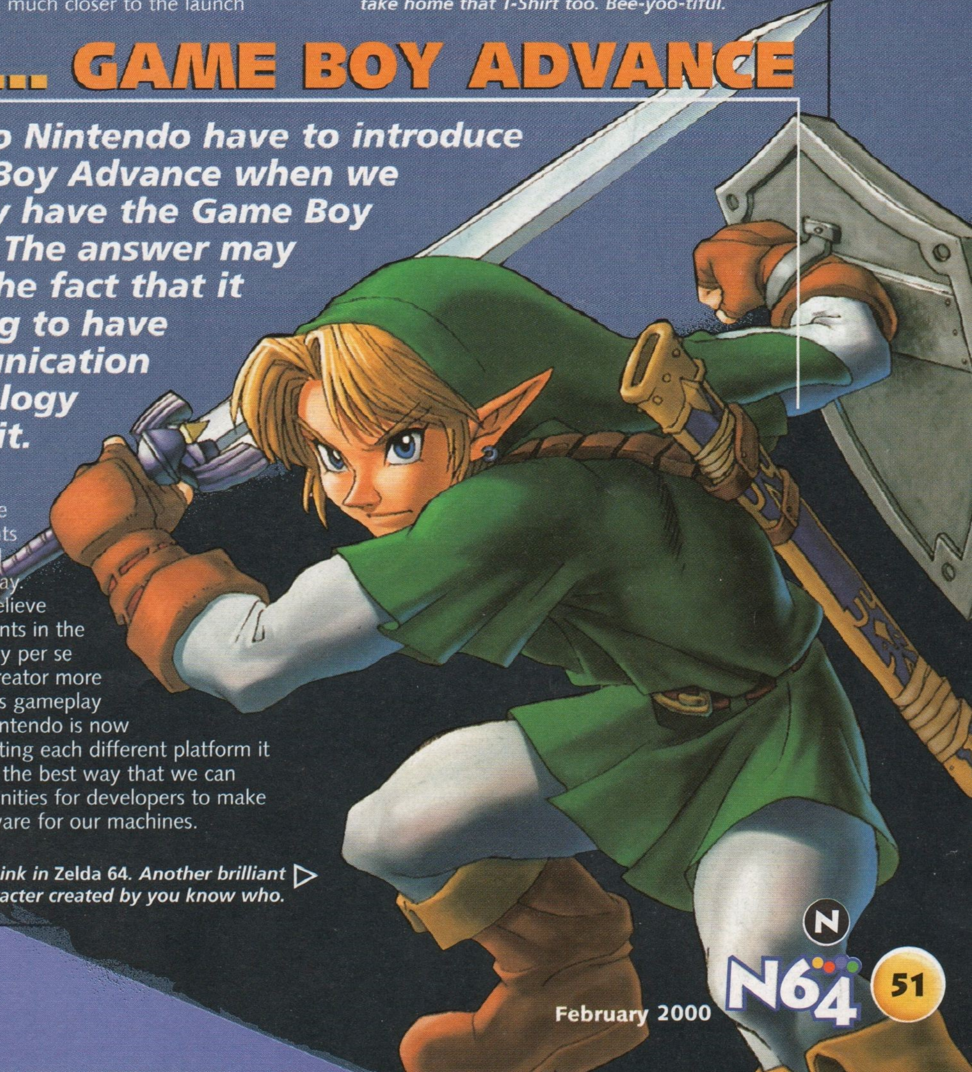
Yes, that's a very good question: why do Nintendo have to introduce Game Boy Advance when we have the Game Boy Color? The answer may lie in the fact it is going to have communication technology inside it. Unfortunately, because those are ideas that can be imitated easily I can't give you the details. But, much closer to the launch date of Advance, we're going to make some announcements so you'll understand what I'm trying to say. Nintendo doesn't believe that the improvements in the hardware technology per se can gain its game creator more opportunity as far as gameplay goes. That's why Nintendo is now aggressively connecting each different platform it has. Because that is the best way that we can expand the opportunities for developers to make unique games software for our machines.

Shigsy and his favourite N64 mag during our recent trip to Japan to speak to him. We got to take home that T-Shirt too. Bee-yoo-tiful.

Shigsy on... GAME BOY ADVANCE

Why do Nintendo have to introduce Game Boy Advance when we already have the Game Boy Color? The answer may lie in the fact that it is going to have communication technology inside it.

Link. Re-used for Link's Awakening on the Game Boy. Is Shigsy creating the next Link at the mo?



Link in Zelda 64. Another brilliant character created by you know who.

THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

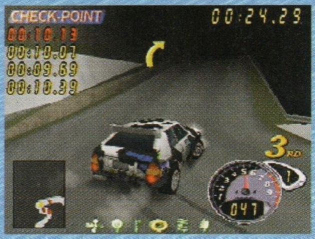
Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

South Park Rally

Ace deathmatch karting – but can it possibly be better than *Mario Kart*?

GO TO PAGE 54

Top Gear Rally 2



It's back, and it's better than ever! Find out why *Top Gear Rally 2* is the best driving sequel ever!

GO TO PAGE 60

PGA European Tour Golf

Mario Golf-beater or dodgy *Waialae*-a-like? Find out!

GO TO PAGE 64

Asteroids

Crave's age-old retro update arrives in town, and it's... er, well, you know, okay...

GO TO PAGE 68

NBA Live 2000

Basketball – again! It's up against Acclaim's neat *Jam* game, so is it any better?

GO TO PAGE 69

Castlevania 2

It's got all new levels, two extra characters, but is it any better than the first game?

GO TO PAGE 70

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: xx pages	✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

April | May | Nov

COST: £40

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.

GAMERS

GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS

What does the game do with the N64's stunning graphical power?

SOUNDS

How good are the game's sound effects and music?

MASTERY

How well does the game make use of the N64 and its incredible hardware?

LIFESPAN

Will the game last you for months or a matter of hours?

VERDICT

An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ ● Amazing levels.

– ● Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS

8 SOUNDS

8 MASTERY

7 LIFESPAN

VERDICT

90%

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.

N64 STAR GAME

85% and above
Only after playing a game right through to the end will ***N64*** *Magazine consider awarding it a Star Game badge.*

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

South Park Rally grabbed us by the short and curlies this month and – wouldn't you know it! – it went and turned us into ker-razy South Park characters! *(No, really, it did – Ed)*

TIM WEAVER
Tim's racing technique was similar to his management of ***N64****. Duck down, hide, and hope it all goes away.*
GAME OF THE MONTH
South Park Rally

WIL OVERTON
In a Samson-like turn, Wil's radically improved hairstyle allowed him to wrench the wheel from its moorings.
GAME OF THE MONTH
Asteroids

ANDREA BALL
Why Andrea's odd one-handed style? "I need one hand free for my big stick," she said. Yes – Andrea's stick is back!
GAME OF THE MONTH
South Park Rally

JUSTIN WEBB
N64*'s resident auto expert took to racing like a duck to water. "Excellent torque!" he cried. He has no friends.*
GAME OF THE MONTH
Top Gear Rally 2

JES BICKHAM
Ignoring the Highway Code's 'dip, don't dazzle' advice, Jes blinded his foes with a spectacularly buffed-up bonce.
GAME OF THE MONTH
Top Gear Rally 2

MARTIN KITTS
Martin sped off at an incredible speed. "It was nothing to do with any bodies in the boot," he later claimed.
GAME OF THE MONTH
EPGA Golf

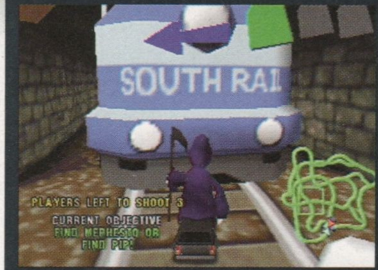
MARK GREEN
Looking confused, Mark immediately veered into a tree. He blamed Dark Mark for glueing two fried eggs onto his eyes.
GAME OF THE MONTH
South Park Rally

DARK MARK
Having dealt with his nemesis, Dark Mark laid deadly traps for the others. "I'm just misunderstood," he offered.
GAME OF THE MONTH
Castlevania 2

NEIL PEDOE
Besotted mums told Neil to wrap up warm for the race. "And Dark Mark gave me this charming earring," he added. Oh, my.
GAME OF THE MONTH
NBA Live 2000

PREVIOUSLY IN N64 Our *South Park Rally* Future Look was back in **N64**/36.

ANIMAL MAGIC
Racing around *South Park Rally*'s tracks is made much more enjoyable by the innocently wandering animals. They can't be killed, but give them the slightest nudge with your bonnet and, beach ball-style, they'll rocket into the air and rebound off buildings and scenery. Now we've seen a Friesan cow fly, we've seen just about everything.



▽ After Murder On The Orient Express, it's Death Next To The SP Express.

△ "Howdy-ho!" It's the loveable Mr Hanky. Didn't get the Christmas Number One, though, did he?

The simple, satisfying message that greets you when you grab an object. ▷

▽ Hot enough for ya? The Volcano is full of undulating scenery and lethal lava.

▽ Judging from the map, Stan's got some serious catching up to do. Get that car racing, boy.

▷ Before Cartman finds Mr Garrison, he concentrates on putting his face on.

◁ Granpa races for the old people's home, but there's a shock in store.

SOUTH PA

Acclaim create a brand new race.

INFO BURST

SOUTH PARK RALLY

FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 1 page	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Jan	Jan	TBA

COST: £40

Nintendo's *Mario Kart 64* arrived early in the N64's life, and, unsurprisingly, hasn't been bettered since. Rare came fairly close with the stunning-looking *Diddy Kong Racing*, Atlus' *Snowboard Kids* scored with its neat snowy take on the theme, but otherwise titles like *Lego Racers* and – gnnn – *Penny Racers* suggest that developers should leave Nintendo-style racers to Nintendo themselves.

Trust Acclaim not to listen, though. After bringing us a South Park first-person shooter and a South Park quiz game, they're now pitting Stan, Kyle, Kenny and Cartman directly against Mario and friends in a cutesy kart racer. Except – get this! – they've decided that they know better than Nintendo, and have thrown in a whole host of untried, untested ideas.

So, have Acclaim bitten off more than they can chew? Is it *really* a wise move to add your own spin to a winning Nintendo formula, especially with the valuable South Park license at stake? We shall see…

△ The alien weapon can send a cow to the grave from twenty paces. Instant beef stroganoff.

◁ General chaos as everyone races for a pair of pants. A bit like our house in the morning.

RK RALLY

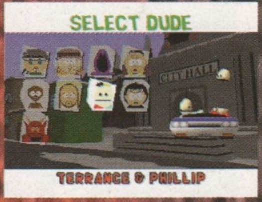
WACKY RACERS

After the disappointingly small cast list of *South Park* and *Chef's Luv Shack*, it's heartening to see *South Park Rally*'s bulging inventory of characters. Each resident racer rides a vehicle that matches their personality, so Jesus surfs on a cloud, Ike careers round in a pram, and the Chickenlover rides his van (and not, as we'd hoped, a chicken). The animation is superb throughout – the characters lean as they turn tight corners, peer over their shoulder when reversing, and adopt a suitably concussed look when their vehicle is flipped onto its roof by a waterbomb.

Jesus Christ, Superstar, lost in the level so he won't get far.

Mr Hanky again, this time circling around Starvin' Marvin. He rides a bag of wheat. It's funny, you see.

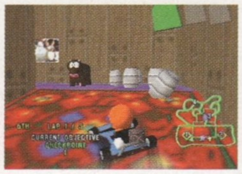
He's looking like that because you've just smashed into him. Erk!



You'll need to race like a loon to earn these bonus characters.

GO! GO!

SECRET SMILES
It's worth peeking your nose into every corner of a level if you've got time. There are invariably some race-winning power-ups stashed away in secret places, and the game saves some of its best scenery for the hidden areas – the pretty, lamp-filled tunnel in Big Gay Al's level being a particularly good example. If you do decide to visit those concealed nooks, expect to find a Mr Hanky protective shield for your troubles.



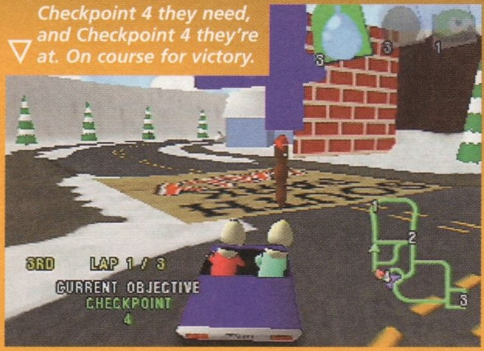
Rally round

Each of *South Park Rally*'s Championship races is based on calendar events, including Easter, New Year's Eve and 'Thanksgiving' – whatever that is. There's a different mission for each, as we're about to demonstrate.

RALLY DAYS

The simplest mission of all, and, as a result, the least exciting. The winner of Rally Days is the first to race over the four checkpoints in order – but, with the checkpoints positioned in the oddest of places, knowledge of the map is essential. You also need to be a bit nifty with the weapons, as a competitor who zooms off into the distance is unlikely to slow down later to let you win.

Checkpoint 4 they need, and Checkpoint 4 they're at. On course for victory.



This bus skids all over the shop. The Highway Code means nothing here.

COW DAYS

This is much better. Everyone's been infected with Mad Cow Disease (don't tell the French), and the first player to hold the antidote long enough to be completely cured is the winner. It's gripping – trying to sprint away from the others when you've collected the cure is neck-tighteningly tense, especially if you're up against human rivals and their frighteningly comprehensive shortcut knowledge.

Multiple pile-ups like this aren't uncommon in South Park territory.

There are several seconds of invincibility on offer after you've grabbed the antidote. From then on, it's a BSE-fuelled riot.

VALENTINE'S DAY

A deathmatch in all but name, the idea here is to shoot all your competitors with Cupid's bow and arrow. But – wouldn't you know it? – there's only one of the weapons between all of you, leading to violent battles for ownership. Aiming is near-impossible – turn around to train your sights and you'll almost immediately have the bow cruelly snatched from your grasp by a pursuer. Excellent fun.

Stan's driven into Big Gay Al's indoor swimming pool. 'Water' way to go! A-ha, ha! Ha! Um.

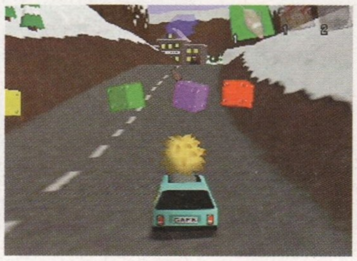
A rare moment of romance in South Park Rally – you have to shoot everyone with luuurrve.

POWER-UP TO THE PEOPLE

South Park Rally is packed with weapons to make your enemies respect your authoritah. So, here's your four-point plan to a better life... by spoiling everyone else's.

SEIZE!

Mario Kart's multi-coloured cuboidal power-ups have been 'borrowed' by South Park Rally, but they won't always offer a collectable weapon. Terrance and Phillip fart propellers, a protective can of Beefcake, or Saddam Hussein Special are among the rewards.



SELECT!

If you do grab an actual weapon, you can store it along with two others, and switch between them all with Bottom-C. This way, it's easy to save a meaty part of your arsenal for the very end of the race, giving your unfortunate competitors something to blub about.

SHOOT!

Among the less traditional weapons are the waterbomb, which soars into the distance before creating a sparkly blue explosion, and the T&P doll, which supplies three fart-fuelled vehicle boosts. The auto-aiming alien weapon is handy, too.

SIT TIGHT!

Not all weapons have an immediate effect. Both Stan's Dog and the 'Lady Of The Night' only work their magic when they catch an opponent – at which point they'll slow the vehicle down or impair the driver's vision respectively. Try the pool of vomit, too.

SPRING CLEANING

Much the same as Rally Days 1, but the action stakes are upped by the need to keep hold of one of the three available pairs of pants (that's 'trousers') before racing over the checkpoints. This frantic race is probably the best of the lot – the entire pack stampedes towards you if you're wearing the trews, and the slightest touch is all that's needed to lose your briefs to another racer.

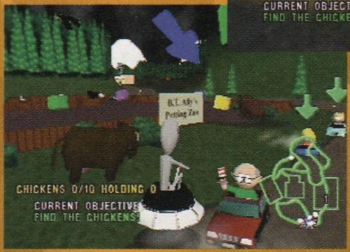
△ *A real F-Zero moment. Is it the wall or the floor?*

Something tells us that Pip is going the wrong way. Those crazy British. ▷

READ-A-BOOK DAY

Grab the chickens wandering the streets and carry them back to a checkpoint. Although you're permitted to nudge or shoot your competitors and steal their feathered friends, this level is a fairly lonely experience. Keep an eye out for the Chickenlover's van, though – rocking it will cause some birds to come spilling out, raising some important questions about what's really going on inside.

△ *One chicken successfully 'got', plenty more to find. Get plucking.*

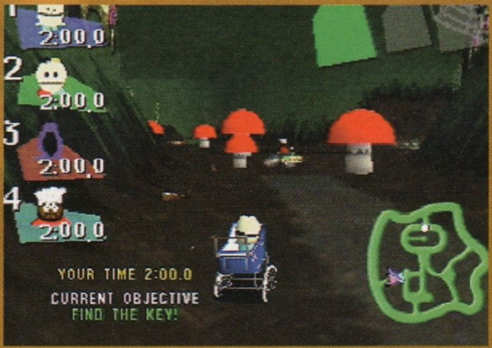


◁ *Mr Garrison speeds past a gangly alien. A case for the X-Files, perhaps?*

MILLENNIUM NEW YEAR'S EVE

Hardly the most topical of calendar events – this level would have been much more relevant had *South Park Rally* not missed its original pre-Christmas launch date. This one's almost identical to the Cow Days stage, except the racers are fighting over a key rather than a BSE cure. Unfortunately the CPU racers follow a preset route when they've got the key, but otherwise this is as violently fought as Cow Days.

△ *As battles with the Dark Lord on New Year's Eve go, this thrashes End Of Days.*



△ *If you go down to the woods today, you're in for a surprise. If you didn't expect to see toadstools.*

It's not often someone tries something new with racing games. Since the laughably primitive *Pole Position*, with its flat track and one piece of scenery per mile, racers have always featured a simple journey from A to B. Only the odd explosive weapon, futuristic building or odd-looking car separates them.

So, it's refreshing to see Australian developers Tantalus using their South Park license to experiment a little. Initially, the exercise doesn't seem to have worked all that well – you'll probably dismiss *South Park Rally* as an annoying, unnecessarily complex version of *Mario Kart* after your first few plays – but once you've become familiar with the maps, weapons and styles of play, and then gathered some friends in the same room to share the experience with, it becomes blatantly obvious that Tantalus' dabbling with the format has paid handsome dividends.

Admittedly, the developers haven't used *all* their own ideas, with Nintendo's evergreen *Mario Kart* acting as the template for Cartman and co's racing adventures. The kart-like vehicles are fast and easy to handle, tracks are themed around farms, forests and snow-covered towns, and deliciously destructive weapons litter every course. In fact, if *South Park Rally* stayed faithful to the traditional 'Race To The Finish' format, it would be just another shameless South Park-based rip-off, à la the original *South Park* (which was based heavily on *Turok 2*) and *Chef's Luv Shack* (i.e. *Mario Party*).

But *South Park Rally* comes with a mission-based style that makes it as unique among racers as *Turok: Rage Wars* is among shoot-'em-ups. Levels aren't so much tracks as sprawling, multi-routed maps. There are no traditional finishing lines, and races aren't races at all, but multiplayer 'deathmatch' trials where the aim is to be first to shoot all your opponents, or race over four randomly-placed checkpoints, or collect scattered objects. Being handy on the accelerator is important, but success in *South Park Rally* also means polishing your map-reading skills, learning the quickest routes between

VISUALS South Park Rally's ***environments feel much, much more like a living South Park world than the original* South Park *game.***

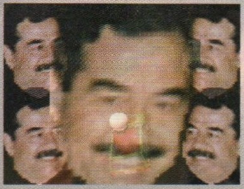
GO! GO! ▷

I CAN SEE CLEARLY NOW

There's a useful little map in the corner of the screen, showing exactly where on the track all the players are sitting, and the location of any checkpoints or collectibles. It *can* be turned off, though, making for tense dogfights – the equivalent of doing away with the radar in a *GoldenEye* deathmatch.

IRAQ ON THE TRACK

Of all the pick-ups in the game, the 'Saddam Hussein Special' is by far the most unsettling. It causes the Iraqi dictator's beaming mug to come zooming out of the screen, ruining your concentration and being downright scary to boot. Expect Ayatollah Khomeni, Ho Chi Minh and Margaret Thatcher for the sequel.



pluses & minuses

+
- Plenty quick.
- Top multiplayer raucousness.
- Surprisingly varied for a racing game.
- Convincing South Park world.

–
- A more manoeuvrable camera would have been handy.
- Racing CPU opponents isn't fun for long.

If you like this...

Mario Kart 64
Nintendo
N64/4, 91%
Still the best multiplayer on wheels.

8 VISUALS
Convincing environments and no pop-up make up for the relatively boxy scenery.

9 SOUNDS
Toe-tapping tunes and more voice samples than you can eat.

8 MASTERY
In places, Tantalus exploit the N64 better than Acclaim themselves.

9 LIFESPAN
Plenty to keep you occupied in one-player, and the multiplayer's a hoot.

VERDICT
An enjoyable and surprisingly successful variation on the *Mario Kart* formula. In a word: sweet.

N64 STAR GAME

88%

Multiplayer

When you tire of giving the CPU opponents what for, there's a wealth of multiplayer options to keep you and your friends busy.

ARCADE RACE

Identical to the Championship races, but any of the game types are playable on any of the maps – adding life to the otherwise dull checkpoint-based racing. Against wily human foes, every race is a treat.

Big Gay Al's monstrous mansion is ideal for sprawling battles.

South Park's police force is too busy 'kicking ass' to do its job.

ASS BATTLE

This is an all-out multiplayer deathmatch, in the vein of Mario Kart's battle mode, but with the balloons replaced with four horrible pairs of buttocks. Sadly, the wide arenas don't lend themselves well to Ass Battles.

Power-ups are scattered around the arenas like unkempt, crumb-filled beards at an annual Star Trek convention.

GRIDIRON

Much the same as Ass Battle, but this multiplayer fight takes place on an American football pitch. Thanks to its smaller size, this makes for more enjoyable fights, and There are more wandering animals to run over.

Four players, sixteen asses, and a whole world o' hurt. Just the job.

Look to the bottom-right – Stan has got his 'ass' on the 'line'. Good joke, that.

areas, and using your weapons intelligently to scupper opponents' chances.

It makes for some hugely involving games. With up to six racers (of which four can be human-controlled), battles are incredibly intense, as everyone races to be first to collect roaming chickens, grab pairs of trousers, or deliver lemonade to restaurant tables. The pace is pleasingly quick – you can grab the cure to mad cow disease, only to have it snatched away again within seconds, or find yourself suddenly alone (and more than likely lost) as the pack suddenly speeds off to the next checkpoint. As a result of all this, *South Park Rally* is the first racer to come close to matching the frenetic, chaotic wheel-based thrills of *Mario Kart*. Quite a feat.

Admittedly, some of the game types aren't as successful as others. If there's a single object being fought over – such as the BSE vaccine in the 'Cow Days' scenario – it leads to a game full of superb, weapon-heavy pitched battles. But when the task is simply to collect objects scattered all over the track – see the mutant bunny's eggs in 'Easter Day' – you'll only catch brief glimpses of your foes, making each race a lonely quest with little idea of how the others are doing. Still, at least there's a choice; with well over half of *South Park Rally*'s 14 game types offering an enjoyable race, straight A-to-B racers start to look decidedly weedy.

LIFESPAN *With over half of South Park Rally's 14 game types offering an enjoyable race, straight A-to-B racers start to look decidedly weedy.*

The eight tracks are simply brilliant. They seem over-complex at first, taking place on several levels linked by ramps and drops, and featuring scores of small areas linked by roads, tunnels and bridges. After a few test drives, though, they're easy to get around, and further exploration is rewarded with numerous short-cuts, a plethora of cunningly-hidden secret areas, and power-ups hidden in the most difficult-to-reach nooks and crannies. The scenery, too, varies across each level – you'll roar past snow-covered houses and trees one minute, only to be driving past chicken-filled farmsteads or hopelessly tacky superstores the next.

What's particularly satisfying is Tantalus' attention to detail, filling each track with totally unnecessary, but impressive, details. School buses, JCBs and tractors meander all over the track to obstruct players; high-speed express trains rocket past as you take a shortcut through a tunnel; and bunnies, cows and sheep graze on the side of the track, flying into the air when they're collided with. *South Park Rally*'s environments feel much, *much* more like a living South Park world than the original *South Park* game, and there are whole load of incidental visual effects to make the deliberately cartoony world a bit more exciting.

It's aided by the fact that Tantalus' version of the *Turok 2* graphics engine is infinitely more impressive than Acclaim's own. There *is* some pop-up, but it's way off in the distance, and there's not a hint of the crippling fog that seems to have become Acclaim's must unwanted trademark. The roads, houses, hills and trees aren't particularly detailed, but *Jet Force Gemini* and *Donkey Kong* have already proved that you don't need hi-res visuals to have fun. The most important thing is that *South Park Rally* nips by at the kind of speed racing games should – and there are still plenty of graphically impressive moments; the most notable of these being the huge helicopters and cars that hang precariously from the sides of the Volcano level.

Inevitably, *South Park Rally* is much more amusing when you've got some friends in your house. The computer opponents are surprisingly worthy – almost *too* worthy, in fact, as defeat after defeat will testify – but the races feel lonely when there are only CPU opponents up against you. There's also the problem that the computer players instinctively know the quickest route to *every* checkpoint or object – while you're confusedly sprinting up and down ramps to reach a target, the CPU will be whizzing over the fourth checkpoint in a row.

In multiplayer, things are much fairer. Driving ability isn't a concern, as, just like *Mario Kart*, battles automatically swing this way and that as weapons and sneaky shortcuts are employed. And there's the opportunity for you and your friends to revel in South Park's unquestionably rude world, laughing at the satisfying range of weapons – fart speed-ups, a frightening Saddam Hussein face, loads of character sound bites, and rats which ruin your steering and leave blood-red tyre marks over the road after you've squished them. With just about every character from the TV series popping up, this is far more of a complete package for South Park fans, and offers the most well-rounded collection of characters since Mario and friends.

You couldn't really ask for much more than *South Park Rally*. It's patchy in places, but when it works, it does so brilliantly. *South Park* and *Chef's Luv Shack*, good though they were, had the feel of rushed, unimaginative cash-ins – *South Park Rally* has innovation, excitement, and just about every South Park character ever, all rolled into one package.

Nintendo should watch their backs.

MARK GREEN

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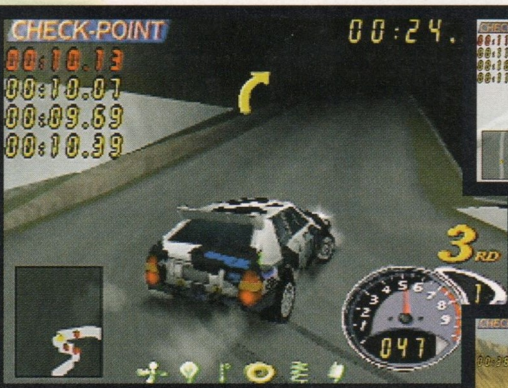
PREVIOUSLY IN N64 We gave *Top Gear Rally 2* its first test drive in **N64**/37 and knew it was a winner from the start.

WHEELIE GOOD
We played *Top Gear Rally 2* with the Ascii Wheel from Agetec. It's a small, laptop steering wheel, and it works brilliantly with *Top Gear Rally 2*, thanks to some handily-placed buttons and a responsive wheel. Any decent wheel will do with *TGR 2*, but the Ascii wheel was definitely Martin's favourite.

Look! A windmill! Must be Holland then, right? Or maybe not.

You'll find plenty of small towns dotted around.



Luckily, the on-board navigation computer helps an awful lot.

Remember to install the right tyres for the snow tracks.

You've left the opposition way behind, here. So don't lose that lead.

Top-C flips the camera around so you can see behind you. Good, that.

TOP GEAR RALLY 2

N64 MAGAZINE STAR GAME

Splatter mud, spray gravel and break your dump valve. It's rallyin' time!

INFO BURST

TOP GEAR RALLY 2

FROM:	Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 6 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

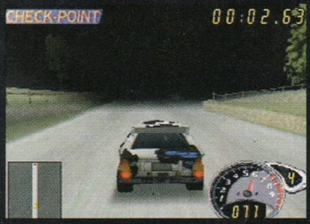
US	UK	Japan
Now	Feb	TBA

COST: £40

Top Gear Rally**, then. A good game. Almost a great game, in fact. Released waaay back in November 1997, it impressed us with subtle, realistic handling, good looks and a fair turn of speed. But it was also a little bit bland, there weren't many courses to take on, and the pedestrian CPU opposition didn't put up much of a fight, simply chugging around the tracks like octogenarian sunday drivers.**

It would be fair to say, then, that *TGR 2* has a fair bit of work to do if it wants to be a really, truly top-hole racer, especially with games such as *V-Rally*, *World Driver Championship* and *F1 World Grand Prix* setting such high standards for N64 racing. *World Driver*, in particular, set a new benchmark for N64 racers and to better it, *TGR 2* would have to be something extra special.

So, can it compete? There's only one possible way to find out. Gentlemen, start your engines…



The object isn't to beat the other drivers, but to get the best time. Tactics come into play here.

Driving school

Now this is nothing short of genius. A little like *Gran Turismo* on the PlayStation, *Top Gear Rally 2* allows you to take part in up to five different licences, each of which sets out to test a different skill. It's well worth completing these tests, as certain racing teams will be interested in you if you can prove you're a good driver, even if you haven't won any races at this point. Here's a few examples of some of the tests you'll have to pit yourself against.

POOR TYRE SELECTION/AMATEUR LICENCE

(Time limit: 17 seconds)

You're given high performance dry road tyres – and you're driving on wet tarmac. Erk.

△ Not easy at all. Turning is very hard indeed.

TRACK OBSTACLES/SPRINT LICENCE

(Time limit: 34 seconds)

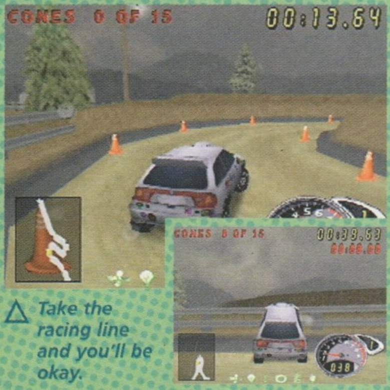
Navigate a twisty track laden with dips and jumps. Hit ten cones and it's game over. Man.

◁ Mind your speed on the jumps, here.

HAIRPIN CORNERING RAIN/NATIONAL LICENCE

(Time limit: 42 seconds)

Evil, this. Several nasty chicanes are made even nastier by heavy rain – avoiding the cones is almost impossible.



△ Take the racing line and you'll be okay.

PASSING DRILL/NATIONAL LICENCE

(Time limit: 33 seconds)

Cones are laid out to help you in overtaking manoeuvres. Once again, hit them and you're out.

▽ Swerving around the cones requires good reflexes.

BRAKING SNOW/WORLD LICENCE

(Time limit: 11 seconds)

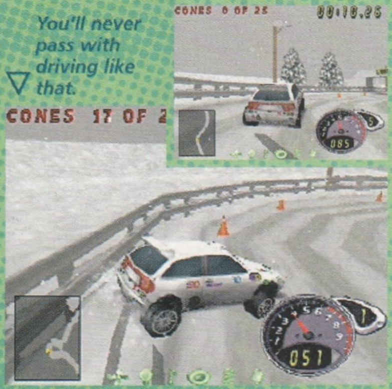
Accelerate to full speed and stop completely – in the slippy-slidey snow – in the braking zone.

◁ Um, didn't quite brake in time, did we? Nope.

FINAL TEST/WORLD LICENCE

(Time limit: 43 seconds)

Basically, this is a combination of everything you've learnt – but again, in the rain. The very definition of tricky.



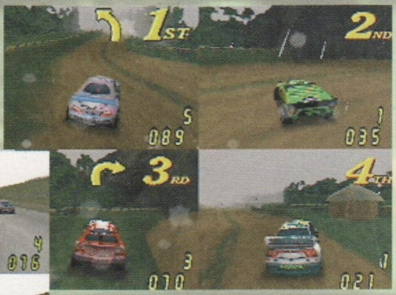
▽ You'll never pass with driving like that.

CAR BREAKAGE

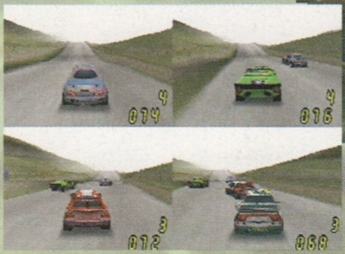
A pleasant side-effect of *TGR 2*'s emphasis on real-time damage is that you can break opponents' cars too. Ram them into a ditch and you can destroy their suspension; slam them into a wall and you could pop their tyres. Of course, you'll probably hurt your own car in the process, but it's darn good fun all the same. Especially in multiplayer…

FOUR-WHEELED FUN

Brilliantly, *TGR 2* contains a fully-fledged four-player multiplayer mode, *and* a two-player co-operative game, enabling you and a friend to go through the main championship together. And the four-player game is probably the best example of friend-on-friend racing action on the N64; it gets a little jerky at times, but in the main, it's fast and furious. And you can always ram a friend's car and hope to break their suspension or drive trains, which adds a certain edge to the proceedings. Well done, Saffire.



△ The jungle tracks are incredibly precarious.



◁ It's pretty much neck-and-neck here, but top right has the speed.

▽ The desert tracks are rattlingly fast in multiplayer. Our favourite.

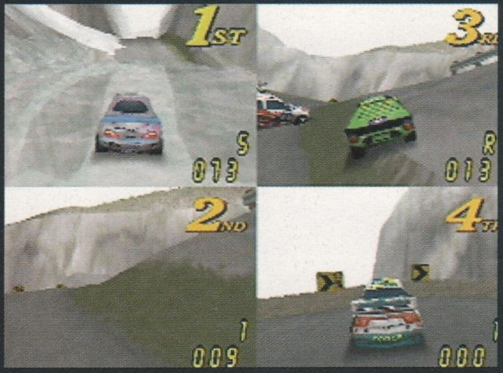
GO! GO!

MUDDY FUNSTER
Attention to detail, that's what makes *Top Gear Rally* so good. When we first started playing the game – from a third-person view – mud and rain would splatter on what would be the camera screen, if you imagine that you're looking from a camera following the car. A nice effect, but a bit odd. But then, it all makes perfect sense when you play from the first-person view, as it's splattering on the windscreen. Plum, eh?

The desert tracks are best – you can slide all over the place.

Careful, there – you don't want to break anything.

The four-player mode is tremendous: fast, smooth, and pretty entertaining. Ace stuff.



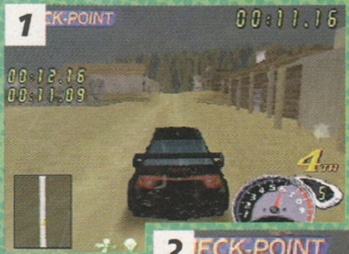
Overtaking is always a risky business, and potentially hurtful.

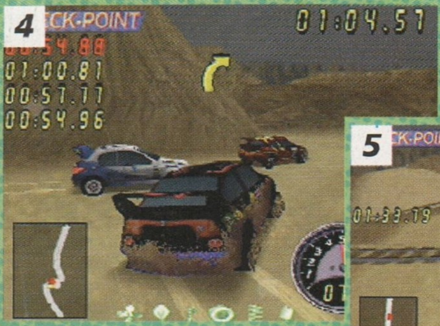
There are no laps here – only 'legs' of a certain track.

GURTCH GULLEY RUN

This race can be found as part of the World Cup, the penultimate cup in the whole championship. It's darn tricky, consisting of long stretches and some tortuous twists and turns. Let us take you through it.

1 Bad news. It's raining, turning the desert sand into mud. Luckily, the first stretch is a straight run through this shanty town.

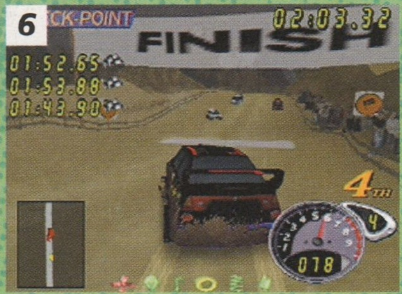


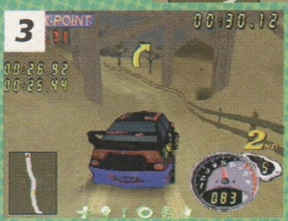


4 This is the most frustrating part of the course – an incredibly sharp chicane that doubles back on itself. Yoiks!

2 After a couple of light turns, you'll come to this valley chicane; a real test of your cornering skills.

5 Watch out for the train tracks. Hit them at speed and you'll burst at least one of your tyres.





3 Then it's down through the struts of a bridge. Clip the fence and you'll lose valuable seconds.

6 And then it's on to the finish line – in last place! It's going to take a lot of practice to whip through this course in first place...

It has to be said, after our first playtest of *Top Gear Rally 2*, at May's E3 show in Los Angeles, we weren't too impressed. Admittedly, the version we played there was still very early, but the handling was jerky, the courses bland, and the whole thing seemed to be shaping up as a below-par re-run of the original. But what a difference six months' development makes, because the finished version of *Top Gear Rally 2* is a terrific slice of off-road racing action.

It was a brave move for original developers Boss Games (who went on to create the sublime *World Driver Championship*) to hand over the sequel to Saffire, best known at the time for a technically fine conversion of bloody beat-'em-up *Bio Freaks*. But Saffire – also behind the superb *Rainbow Six* and *Xena* – have done a bang-up job of listening to all the criticisms levelled at the first game, acting on them, and generally doing their best to ensure that *TGR 2* is pretty much everything you could want from a racing game. It's *that* good.

After the hard-to-master powersliding of *Top Gear Rally* and the vertical learning curve of *World Driver*, *TGR 2* provides a more accessible drive. The handling requires less concentration and focuses instead on fairly tight cornering. Of course, there's plenty of powersliding, and you'll spend a lot of your time wrestling to stay on course, but *TGR 2* is a lot more friendly to first-time drivers. The game is less of a simulation and more of an arcade racer, dumping you straight in the fast lane.

But while the handling doesn't take *that* much getting used to, the game is not simply about haring around as fast as you can. Saffire have included what was

◁ The emergency brake (Bottom-C) can cope with handbrake turns like this.

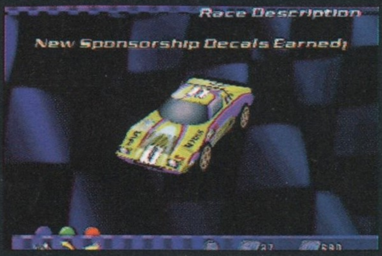
▷ You get 15 different cars to drive, all of which are licenced from the real thing.

△ Hit a bump at speed and you'll take to the air.

◁ The scenery is detailed and a treat to look at. Reeeal smooth, too.

△ In wet conditions, mud will splatter all over your car, as seen here.

▽ The more races you win, the more decals adorn your car. Nice.



lacking in *Top Gear Rally* – namely, performance-affecting damage and a host of car-tinkering options. Whilst the cars don't seem to *physically* take damage – the bodywork doesn't appear to take a dent – it's of paramount importance to look after your vehicle.

Every part of your car, from the tyres and brakes to the radiator, stabilizers and even the dump valve (whatever that may be) can be ruined by careless driving, and you'll notice it when you're driving. Hurtle over a train-track and you'll burst your tyres; destroy your front left tyre and you'll list to the left until you fix it; wreck a drive train and you'll have trouble with inclines; break the suspension and you'll be in for a terribly rough ride. You'll have to keep an eye on everything while simultaneously driving like the wind *and* as carefully as you possibly can.

Of course, it's possible to get your car repaired, but there are penalties. Tyres are the only parts that can be fixed during a race, if you want to put anything right otherwise you'll have to unleash the mechanics in between legs. However, this takes time which then gets *added* to your time in the next race. You'll learn to strike a balance between fixing essential components and leaving less-important areas of your car to be repaired once a race is completely over. It's a great system, and prompts a lot more thought than could reasonably be expected from a racing game.

In fact, the game as a whole is a delicious mix of immediate racing thrills and deeper, longer term strategies. The more successful you are, the more sponsors you'll get (signified by the multiplaying decals on your car), and the more money you'll receive. This will enable you to upgrade components of your car, buy better equipment, and even purchase a few flash extras such as turbos and an on-board computer. And, of course, as you start to win cups, other racing teams will approach you with offers and give you access to better cars. Except it's probably better to work your way up by sticking with a lesser team, rather than constantly jumping ship to better-equipped teams.

MASTERY ***It's fast, the tracks are well designed, the graphics are more detailed than Top Gear Rally's and there's a brilliant random track generator.***

And that's not all. *Top Gear Rally 2* has a driving school, different weather conditions *and* CPU opponents who drive *properly*, making mistakes as well as being darn good. It's fast, the tracks are splendidly designed, the graphics are more detailed than *Top Gear Rally's*, and – almost inconceivably – there's a brilliant random track generator (à la *F-Zero X's* 5th cup) that's opened up when you complete the game. Genius. One thing, though – do make sure you play this with a steering wheel, if you can. Analogue control is superb, but a wheel – and the rattlingly good first-person view – really makes *TGR 2* come alive.

Overall, then, *Top Gear Rally 2* is superb. Our only complaint is that some of the more demanding tracks see parts of your car being destroyed left, right and centre, which can be *very* frustrating, and there's a *little* bit of pop-up. Plus, it's not quite as rewarding as *World Driver Championship*, which asks more of you and gives more back, but this is still a worthy companion piece to Boss' game, simply because it's such tremendous racing fun. Highly recommended indeed.

JES BICKHAM

pluses & minuses

+
- Accessible but deep.
- Great handling.
- Fast.
- Engine tinkerage
- Good four-player mode.
- Training mode.

–
- Can be very difficult...
- ...and frustrating at times.

If you like this...

World Driver Championship
Midway
N64/32, 91%
Brilliant road-based *Gran Turismo*-alike.

8 VISUALS
Clean, colourful and detailed – if sometimes a little samey and bland.

7 SOUNDS
All the relevant noises present in fine form.

9 MASTERY
There's *loads* in here, and technically it's top-notch.

8 LIFESPAN
Plenty to do, plus a superb multiplayer game.

VERDICT
The best rally game on the N64, and a superb racing game in its own right. Top stuff indeed.

N64 STAR GAME

90%

PREVIOUSLY IN N64 We previewed this relaxing golf sim just last month in **N64**/37.

HOLE OF DOOM
Every golfing game has got at least one of them. Here, the one which gave us the worst nightmares was the 15th hole at Portugal's Quinta do Lago course. At first glance, a simple par three, but looks can be deceiving. The lake will swallow up any cautious drives, and big hitters will find their shots bouncing out of bounds behind the rock-solid green. We've seen more than a few scores of five or six over par.

△ The mysterious Golfer 1 lines up a mighty tee shot.

△ It isn't the prettiest game in the world but it certainly knows its golfing stuff.

Since when did Colin Montgomerie look ▽ anything like that?

There's a very nice house by ▷ the fairway here. Great view.

◁ The camera spins around to capture your golfer's swing.

▷ Golfer 2 looks a bit like Greg Norman (in a cloud of fuzz).

PGA EUROPEAN TOUR GOLF

Hack your way onto the money list with Monty and the boys.

INFO BURST

PGA EUROPEAN TOUR GOLF	
FROM:	Infogrames
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Feb	Jan	TBA

COST: £40

△ Grass, grass and more grass. It's a very green game.

The leaderboard ▷ is only used for tournaments.

Although *Mario Golf* proved just how playable a golf game could be if it was done well, we didn't really expect to enjoy a more traditional 'serious' golfing sim all that much. After all, the N64's other golf games aren't exactly dripping with quality.

So imagine our surprise when this latest effort from Infogrames turned out to be a lot better than most. *PGA European Tour Golf* is based around the competition that the likes of José Maria Olazabal and Colin Montgomerie play in, a slightly downmarket version of the one dominated by Tiger Woods and the rest in the States. There are four authentic courses (Quinta do Lago, the K Club, Kungsängen and Druids Glen) and three game variations for up to four players. As in every other golf game, there's a swing meter, a wind indicator and all the usual bits and pieces that go towards simulating the sport. What sets it apart from the useless *Waialae Country Club*, the only other serious N64 golf sim available in the UK, is the generally solid way it has all been put together, making it far more playable than Nintendo's own shabby effort.

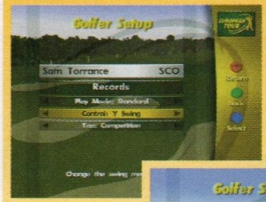
The power meter and direction arrow work very well, allowing some fairly precise control over the ball. You can curl it around obstacles with no trouble at all, and by selecting the appropriate type of shot from

GOLFING GOODNESS

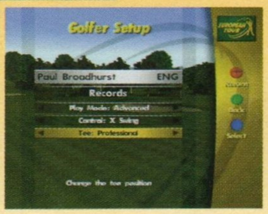
A serious golfing sim? What's so serious about it? Well, here's six interesting features it can boast that you won't find in *Mario Golf*.

VIRTUAL SWING

As well as the standard control system, there's another option which allows you to use the joystick as a virtual club, just like in *Glory of St. Andrews*. By moving the stick to one side and flicking it back again you can simulate a golfing swing.



Choose the X or Y axis for your virtual swing. It's very hard.



You can also select different tees. Now that's showing off.

EASY CURL

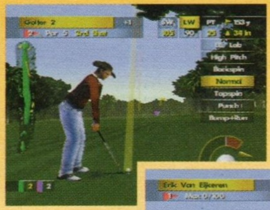
Putting curl on the ball was tricky in *Mario Golf*, but *EPGA* allows you to tilt the aiming arrow to either side so that you can see exactly how your shot will bend around any obstacles, assuming you don't mess up on your swing.

Lean the arrow over to the left to bypass the bunkers.

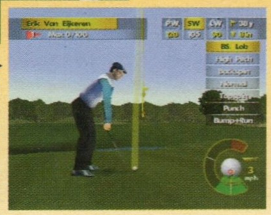
You can curl the ball out of this tricky situation if you're very lucky.

SHOT TYPE

Press B to bring up a menu of shot techniques which might help you out of a sticky situation. You can choose extreme backspin to stop the ball dead on the green, punched shots to power through trees or several other useful effects.



The default shot is just a straight hit. It's usually the best.



The shape of the arrow changes according to which type of shot you use.

WALKING

As if to emphasise just what a non-sport golf really is, you can choose to take a relaxing stroll around the course. It's all very pleasant and the graphics certainly look a lot better when you can't see the dodgy player models on the screen.

It doesn't look too bad in these shots, does it? Quite tolerable.

A walk around the course will prepare you for the hazards ahead.

GIMMES

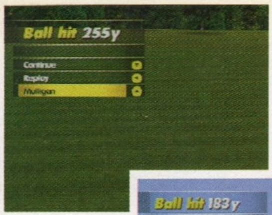
If you select the gimme option, the computer will assume that you can make any putt within the specified distance (up to 36 inches) and will hole it for you. We suggest keeping it on, as the camera angle makes short putts difficult to judge.

The full 36 inches is quite a long way for allowing a gimme.

Get the ball within the required distance to be offered a gimme.

MULLIGANS

If you're really bad at the game, you can choose to have mulligans (free shots) enabled. These can be activated after a dodgy tee shot, or you can have a certain number of them to play with on the fairways. For the duffest of players only.



If you don't like the way your tee shot went, take a mulligan.

But why are they called mulligans? Golfers are a strange breed.

a menu you can make it stop dead on landing, skid off the fairway or blast out of the rough. Putting is even easier since the direction arrow curls around to show exactly where the ball will roll along the contours of the green. In fact, all of the controls are simple enough to master after just a few holes.

The bad news is that it's a bit of a stinker as far as visual appeal goes. None of the golfers look like who they're supposed to be, even during the fleeting moments when you catch a glimpse of their faces through the haze of fuzziness which covers the whole screen. While the grass on the fairways looks quite good, the 2D trees spoil the appearance of the courses. When you get within a certain distance of one it gets replaced with a slightly different, larger graphic, which makes it look like the trees are flinging their branches in the air to greet you. Very odd, indeed. On top of that, it's rather jerky too, and sometimes there's pop-up and flickering at the far end of a particularly long hole – not things anybody would expect to see in something as technically undemanding as a golf sim.

VISUALS — *Visually it's a bit of a stinker. None of the golfers look like who they're supposed to be.*

But while *PGA European Tour* wouldn't last five minutes in the PC market, where the only thing people want from their golf games is photo-realism, it has the depth of gameplay underneath its ugliness to make it a viable choice on the N64. We had fun testing it out in the office (one embarrassed team member finishing with a shameful 19 over par after a disaster on the 15th at Quinta do Lago) which is a lot more than we can say for *Waialae Country Club* and the dismal, Jap-only *Glory of St. Andrews*. Of course there's no way we'd recommend it over *Mario Golf*, but if you've played that to death and you're looking for a playable alternative, it's really the only other option.

MARTIN KITTS

pluses & minuses

+

- Lots of depth.
- Real golfers.
- Good controls.

–

- Below par graphics.
- Little commentary.
- Lacking in polish.

If you like this...

Mario Golf
Nintendo
N64/34, 90%
Cartoon golf with time trials and cute characters.

6 VISUALS
Decent looking grass, scary pop up 2D trees and unidentifiable players.

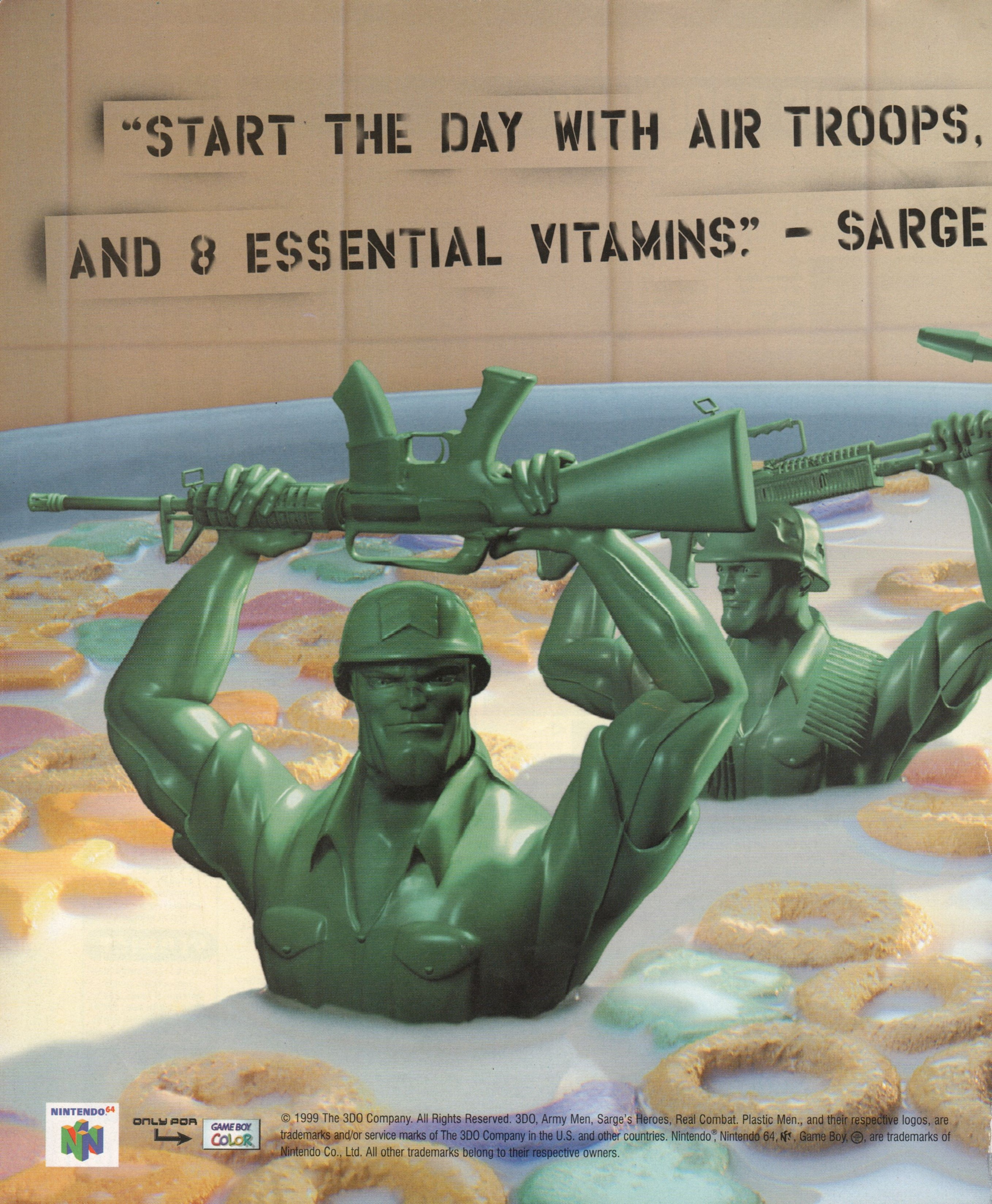
6 SOUNDS
Sparse commentary and one decent piece of music.

6 MASTERY
A lot of thought seems to have gone into the controls and options.

8 LIFESPAN
Enough holes and competitions to keep you playing for ages if you're into golf.

VERDICT
A decent golf game lurks beneath the rough exterior. If looks aren't important to you, *EPGA Golf* is definitely worth checking out.

80%



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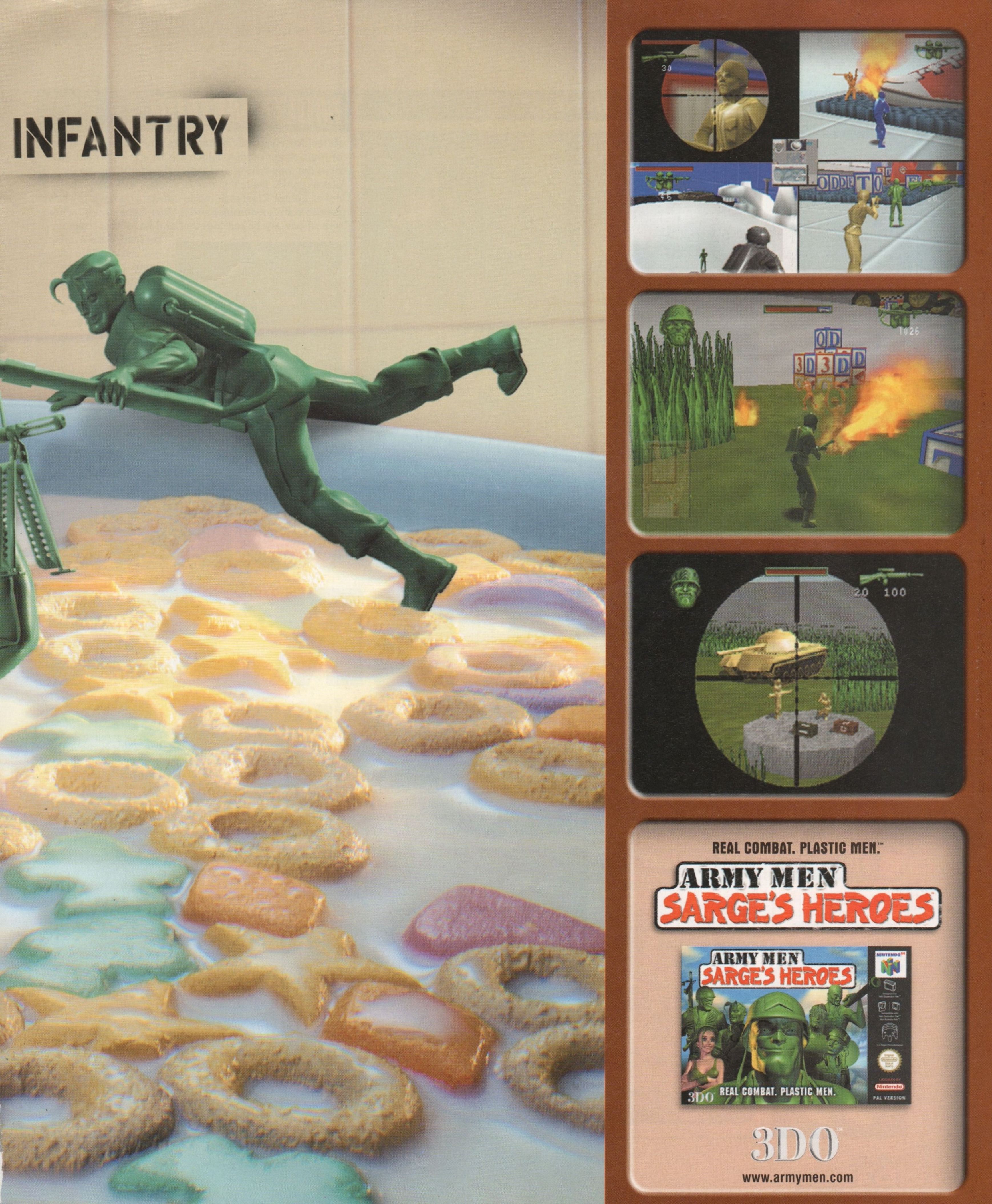
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pluses & minuses

+

- Fun if you love *Asteroids*.
- Smart multiplayer options.
- Different asteroids and power-ups.

–

- Endlessly repetitive.
- Ultimately tedious.

If you like this...

Lylat Wars
Nintendo
N64/8, 91%
Brilliant animal-infested shoot-'em-up from the minty Ninty.

5 VISUALS
Some nice effects, but otherwise, asteroids and a spaceship.

4 SOUNDS
Shockingly, there's no music, plus beepy-bloopy sound effects.

3 MASTERY
Could conceivably be done on the Game Boy.

4 LIFESPAN
The multiplayer is the only reason to play for more than 30 minutes.

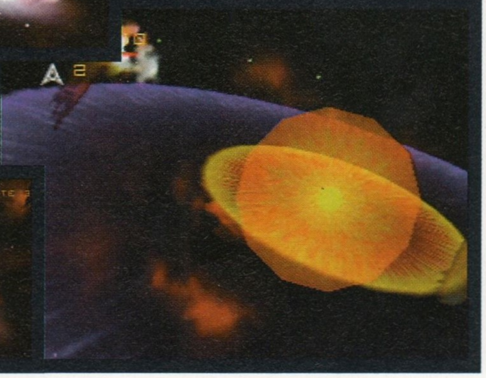
VERDICT
One for retro enthusiasts only – *Asteroids Hyper 64* is a tiresome and repetitive shoot-'em-up that deserves to remain only as a fond memory.

53%

PREVIOUSLY IN N64

We've never done anything on *Asteroids* before. 'Cos it's pump.

The crystal asteroids regenerate after time, so blow 'em all up.

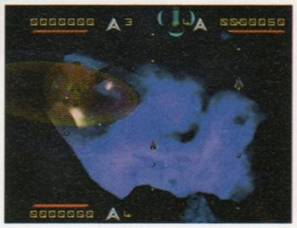


It plays pretty much exactly the same as it always has. Ho-hum.

MULTI METEOR

Asteroids Hyper 64 features, as you'd expect, a variety of multiplayer modes, which are all arguably more fun than the uninspiring and tediously repetitive single-player game. There's plenty of choice, including the novel Colour Clearance mode (where you have to shoot certain colour asteroids) and a 'Tow-Rope' mode, where two of you are linked together and have to co-operate to succeed. Also available is a straight four-player game – where you have to destroy more asteroids than the others – and a two-on-two co-operative mode.

There are three different ships to choose from.



This is an all-out, everyone-for-themselves game.

ASTEROIDS HYPER 64

Retro fever strikes again...

First *Gauntlet Legends*, and now this. Rather than expending a little time and money on creating new and exciting games, it seems developers the world over are taking steps backwards and re-hashing the classics of yesteryear.

Which is all well and good from a nostalgic point of view, but can *Asteroids* – as fun as we all remember it being – really cut it on the cusp of the 21st century?

Gauntlet Legends, of course, is actually a fine – and heartily enjoyable – update. *Asteroids*, however, is simply a bit tiresome. At heart, the game is the same as it's always been, complete with the rotate/thrust/fire control system, but a few flashy extras have been thrown on top to try and persuade us that it is an all-new and radically different experience. So, for your 40 quid, you get 15 different types of asteroid (including exploding ones, heat-seeking ones, Star Trek-style cloaking device ones and rock-hard crystal ones), a handful of different ships to choose between and a smattering of power-ups. The hyperspace function is still present in this version, and is supplemented by a life-saving energy shield.

It's fun for a short while, and a mildly diverting blast-fest, but the flashy extras do little to hide that fact that *Asteroids Hyper 64* is the very definition of retro – ie, repetitive and basic. Admittedly, the new asteroid types are intriguing and vaguely innovative, but we'd still rather be playing *Jet Force Gemini*. So, whilst this might bring back pleasant childhood memories of a fag-burnt Clacton-on-Sea arcade machine, *Asteroids Hyper 64* is, in reality, a bit of a waste of time.

JES BICKHAM

INFO BURST

ASTEROIDS HYPER 64

FROM:	Crave
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Feb	TBA

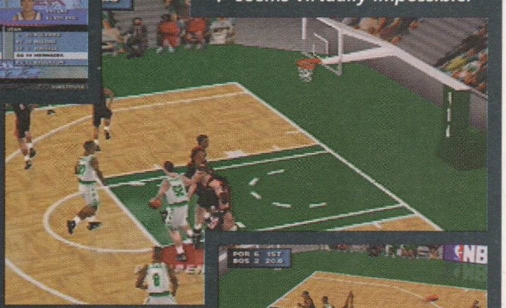
COST: £40

Boom! Another pesky asteroid bites the dust. Still, this is one tedious game. Shame about that, eh?

PREVIOUSLY IN N64 This is our first look at EA's latest basketball sim.

Icon passing makes it easier to pick one of your team mates for some instant ball action.

There's a three-pointer challenge mode too.



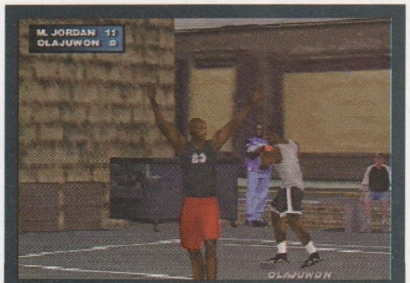
Getting past the defenders seems virtually impossible.

The dunk replays are pretty good, albeit in a slightly jerky sort of way.

Arcade mode leaves a little trail behind the ball. Amazing, hmm?

NBA LIVE 2000

His nickname's Air, he's got no hair...



Michael Jordan celebrates yet another victory, but it was a fairly close one.

The NBA's lucrative licensing deals with just about every software company in the world mean that even in the UK we've got more basketball games than our more traditional football or tennis. But what none of them have been able to boast is the approval of the most famous basketball player of all time. Until now, that is.

Michael Jordan usually sits these things out, being far too wealthy to need to bother with anything as trivial as a console game, but now that he has a few gaps in his schedule thanks to his retirement, *NBA Live 2000* represents his videogame comeback. The last time we saw him was in *Space Jam*, the game of the duff cartoon movie, and most hoop sims feature a mysterious shadow where Chicago's number 23 should be. But is the inclusion of the man himself enough to propel this game above the ordinary?

Sadly it isn't. Not really, anyway. There are plenty of motion captured moves, an arcade mode and a one-on-one game, but it's difficult to control with jerky graphics. The computer teams play a faultless game every time rather than actually trying to beat you fairly like they do in *NBA Courtside*. The players have fairly angular bodies, indicating a lack of polygons, but the game never manages to run particularly smoothly, even when there are only two of you on screen. It isn't impressive.

So *NBA Live 2000* has only its star attraction to distinguish it from the crowd of other basketball games around at the moment, a fact which EA are certainly aware of. Jordan's name is all over the front and back of the box, he juggles the ball on the options screen and most people who buy this will probably go straight to the street court to try and earn the right to play as him. For everyone who isn't quite as devoted to the world's richest sportsman, there are better alternatives on offer.

MARTIN KITTS

INFO BURST

NBA LIVE 2000

FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 123 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

BEAT THE CHAMP

If you want to play as Jordan, you have to unlock him by beating him in a one-on-one game on the mean streets of somewhere or other. He's ridiculously hard to score against. Getting past him is like trying to get past the boy guarding the exit to Kokiri Forest in *Zelda*. We had to settle for long range shots.

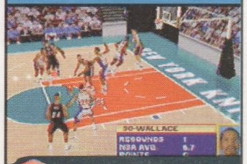
pluses & minuses

+
- It's got Michael Jordan in it.
- Plenty of different game styles.
- Facial expressions.

−
- Not as smooth as it should be.
- Not as sharp as *NBA Jam*.
- Perfect computer teams.

If you like this...

NBA Courtside
Nintendo
N64/18, 90%
Slick passing, smooth graphics. The best basketball game around.



6 VISUALS
Basketball isn't that complicated. It shouldn't be this jerky.

5 SOUNDS
Annoying hip-hop soundtrack that'll have you reaching for the volume control.

6 MASTERY
At least they've tried to cram it with replay-enhancing features.

6 LIFESPAN
Like all basketball games, completing a full season is a question of dogged persistence.

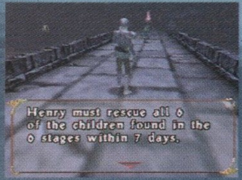
VERDICT
Dedicated Michael Jordan fans will lap it up but *NBA Live 2000* isn't the basketball game for the rest of us.

65%

PREVIOUSLY IN N64

We previewed *Legacy of Darkness* in the last issue.

HENRY FOOL
Henry, then. He's a bit of an enigma. He's got his own quest, in which he has to save six children in seven days (prohibiting use of Moon/Sun cards). But, play through Cornell's quest, and you'll meet a woman married to a vampire. She urges you to find and rescue her son Henry… could it be the same Henry, who then grows up and goes on to rescue children himself? You'll have to play through the game yourself to find out…



The Medusa is a swine, with loads of devastating attacks.

The Tower of Sorcery makes a re-appearance.

Inside the re-tooled Tower of execution; there's lava everywhere.

The Young Sherlock Holmes-style stained-glass phantoms return.

The level preceding the castle entrance.

Yoiks! The revolting spider-woman things attack. Yeeuch.

CASTLE
LEGACY OF DA

Proper sequel or re-packaged rehash?

INFO BURST

CASTLEVANIA LEGACY OF DARKNESS	
FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	17 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Feb	TBA

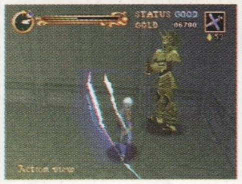
COST: £40

WEAPONS O' WAR

The two new characters, Henry and Cornell, are both privy to some fairly powerful attacks, which can be powered-up in the usual way.

Cornell

Cornell can throw some devastating energy blasts as his default B weapon and, for close combat purposes, has a vicious claw swipe bound to the Left-C button. Nicely.



Cornell's attacks seem to be a lot more powerful than anyone else's. He is a werewolf, mind.

Henry

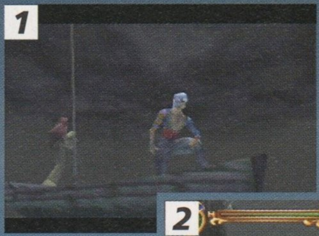
Henry, rather unsportingly for a game seemingly set hundreds of years ago, can whip out a pistol. A touch of B can eliminate opponents from a vast distance. Left-C yields a whip attack, which is much like Reinhardt's.

Henry's gun is dead useful. You can blast enemies from miles away. Very handy.

In the beginning...

All the characters except Henry start off in a brand-new level, called 'Foggy Lake'. Which is quite fitting, as it's actually quite foggy. Allow us to guide you through it...

1 So here you are then, aboard a ship on Foggy Lake bound for Dracula's castle. Things, though, are never quite as simple as you'd hope...



2 As you make your way to the rear of the ship, an ugly lizardman-thing attacks. Yoiks!

3 Kill him and this platform makes itself known. Clamber up it to the next level of the ship.

4 Hit the switch to rotate the mast, clamber up on it and shimmy along to the next.

5 Do the same again and you'll eventually reach the Deck Key. Head back down to the lower deck and use it to enter the door.

6 Make your way to the main room, slaughter the enemies you find there and then the room will start to flood.

7 Now the water has raised the crates, clamber up to the platforms above you and make your way over to the exit.

8 The ship eventually sinks. Use the floating debris to leap across to the broken stone walkway...

9 ...where a nasty surprise awaits. It's a sea serpent! And a big one at that.

10 Avoid his clutch, though, and you shouldn't have too many problems. Once he's vanquished, head on to the mainland.

COSTUME CRAZY

Fed up of Reinhardt's gleaming silver armour? Tired of Carrie's fetching Romanian peasant attire? Fret no longer. At the character select screen, you can change your characters' costume. Except if you're playing as Henry, who seems to be devoted to his plate-armour-and-brown-slacks combo. Changing costumes doesn't actually do anything, but it's a nice little touch. Yes.

VANIA
RKNESS

Castlevania: Legacy of Darkness is a difficult game to pass judgement on. On the one hand, Konami have – perhaps admirably – taken the time to deliver *Castlevania* as it was meant to be, complete with four disparate characters, each of whom takes their own dark route through the game. On the other, for those who already have the original *Castlevania*, the prospect of paying for the same game again, albeit with a few added extras and two new characters, is a galling and unfair one. And let's face it, it would be a brave soul indeed that would be prepared to play through the game once more with Reinhardt or Carrie – the mere thought of seeing the Garden Maze again sent Tim into a whimpering state of shock.

Because – and let's be honest, here – this *is* basically the same game, but with two extra characters. The new characters – Cornell, a part-time werewolf and Henry, a child-saving armoured gunslinger – *are* very different from Carrie and Reinhardt, and each has access to new levels (indeed, both Reinhardt and Carrie have slightly different quests too), but – and this is a big but – you'll still be seeing all the same levels you saw in the original game. Not necessarily in the same order, granted, but you will be frequently re-visiting places.

Events in *Legacy of Darkness are* set eight years before the original's, so some of the scenery is different. The stairway in the entrance to the castle, for instance, is in a better state of repair, and the slog through the forest encompasses a couple of mildly different areas. And thankfully for Tim's mental health, the Garden Maze is also devoid of Chainsaw Eddie and the indestructible Ghostbusters dogs. But there's heavy repetition here, and simply not enough fresh stuff to warrant wading through the game's more tedious areas again. Even most of the shocks from the first game are present and correct – the same wall-scuttling vampire in the

MASTERY ***Technical aspects of the game haven't been improved, either. The camera is still ineffectual and, at times, life-losingly frustrating.***

GO! GO!

pluses & minuses

+

- Great atmosphere.
- Four characters...
- ...and four adventures.
- Spooky at times.

–

- Drab.
- Game levels are recycled for each character.
- Awful camera.
- Nasty jumping.

If you like this...

Shadowman
Acclaim
N64/32, 93%
Much more gruesome, and far, far better 3D adventure.

7 VISUALS
Look closely – past the drab colour schemes – and they're actually quite good.

8 SOUNDS
Great cinematic and orchestral soundtrack and suitable effects.

6 MASTERY
There's plenty to do here, but technically, *Castlevania* isn't too impressive.

7 LIFESPAN
Four characters, if you've got the patience to play with them all.

VERDICT
More of the same really, but *Castlevania: Legacy of Darkness* is still an entertaining, but flawed, vamp-filled romp.

75%

MONSTER MUNCH

Bosses. We love 'em. So here's a couple of the best ones that we've found in *Castlevania: Legacy of Darkness.*

Medusa

1 Straight out of Clash of the Titans, she is. Watch out for the snakes on the floor that cling to you.

2 Medusa will also try to crush you in the coils of her tail, which is never a pleasant experience.

3 And finally, ol' snake hair can turn you to stone with just a glance. It's not nice, but it won't kill you outright.

Harpie

1 A bit like Jason and the Argonauts, this. Use of the lock-on is essential here, as the nasty Harpie likes to fly high above you.

2 Watch out for the three projectile attacks: gusts of wind, lightning bolts, and razor-sharp feathers.

3 And finally, don't let her get above you; the Harpie will swoop down, grab you in her talons and drop you from a great height.

Henry has to save six children in seven days. Or it's game over, man.

Plenty of pixel-perfect jumping, here. It's not easy and not much fun, either.

Ride the platforms to get to the next area. More jumping, here.

The garden maze! No Chainsaw Eddie, though.

The Silverback Skeleton. Yup, you have to fight him all over again.

Cornell has to find a certain young boy named Henry.

entrance to the lodge attacks, despite the supposed eight-year gap between characters. Yawn.

We're sad to say that the technical aspects of the game haven't improved, either. The camera is still ineffectual and, at times, life-losingly frustrating. In fact, it now seems downright atrocious, in light of *Shadowman's* sterling effort. The lock-on, whilst still helping you to target enemies in your immediate view, is hopeless if you're not facing them, and the general rubbishness of the camera – especially in the boss battles – makes accuracy a nightmare.

The graphics, too, remain much the same: drab, browny-grey in colour and very foggy. Look closely and everything is actually quite nicely detailed – it's just all lost in the smothering relentlessness of the dreary colour scheme. Some of the animation, mind, is quite impressive, and the bosses are as startling as ever – especially the hideous Medusa and the dive-bombing Harpie.

But there's also still plenty of the horrendous pixel-perfect jumping that marred the first *Castlevania*; another element of the game which the camera once again conspires to make as difficult as humanly possible. It just decides to lock in the most unhelpful position possible, so that you can't even manually get the most helpful view. Nasty.

impressive. In the meantime we've had *Shadowman* and *Resident Evil 2* on release, both games that simply do their own respective things far better than this does. Ultimately, as a 3D adventure, *Castlevania: Legacy of Darkness* is looking a little dog-eared.

VISUALS ***Look closely and everything is quite nicely detailed – it's just lost in the smothering relentlessness of the dreary colour scheme.***

It may sound like we're being overly harsh on *Castlevania: Legacy of Darkness*, but it simply seems incredibly dated now, and, if truth be known, we're very disappointed. It's still a solid game – despite its faults – and can be heartily enjoyable at times, but this 'special edition' should really have included more to warrant the £40 price tag. A year ago, when the first 64-bit version of *Castlevania* was released, the market was very different and so this was a mite more

So, we'll wager, unless you really, *really* enjoyed *Castlevania*, you'll be passing this one by. However, if you missed out the first time around, this could be your chance to own the proper, completely finished, definitive version of this fun but undeniably flawed game. And as for us? We'll just keep our fingers crossed and wait for the Dolphin version to be announced. Now *that* should be something…

JES BICKHAM

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